THE WORLD'S BEST CONSOLE AND 16-BIT COMPUTER MAGAZINE

RAZE No 10

RAZE

AUGUST 1991

A NEWSFIELD PUBLICATION

UK £1.95 US $4.95

WIN MILLENIUM'S CD PLAYER PRIZE ON PAGE 82

NINTENDO

NES
GAME BOY
SUPER FAMICOM

SEGA

MASTER
GAME GEAR
MEGA DRIVE

ATARI

LYNX
7800

NINJA GAIDEN

Smash your way through Tecmo's sensational Atari Lynx beat-'em-up!

EXCLUSIVE!
R-TYPE II
Scored and adored

SCOOP REVIEW!
BONANZA BROS
Sung and flung!

PLUS LATEST NEWS AND REVIEWS ON PC ENGINE, AMIGA AND ATARI ST.

SIGHTS ON CD

It's here, it's hot, it's a must have... see the sights, hear the sounds. Commodores CDTV comes to town!

08
9 770960 770008

PC SIMS...A SUP

WORLD CLASS

THE MOST ADVANCED SOFTWARE ENTERTAINMENT EXPERIENCE

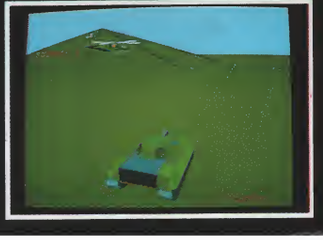
Take charge of an entire planet from its birth until its death-10 billions years later. Guide life from its inception as single-celled microbes to a civilization that can reach for the stars. THE LIVING PLANET Inspired by James Lovelock's Gaia hypothesis, SimEarth simulates the Earth as a single living organism.

THE THINK TANK

Set in the near future, as an alternative reality, Battle Command is an arcade/strategy game in which the player controls a single "Mauler" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ALL AVAILABLE FOR YOUR
IBM PC & COMPATIBLES
ATARI ST & CBM AMIGA

*SIM EARTH AVAILABLE FOR IBM PC & COMPATIBLES ONLY.



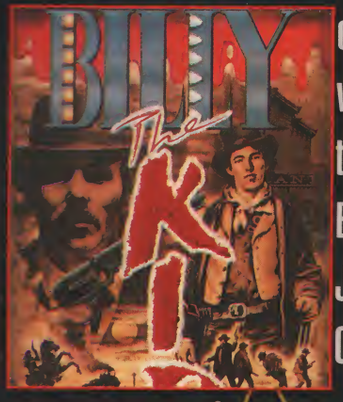
ERIOR SPECIES

THE RIGHT STUFF

F 29 Retaliator presents the fastest and most detailed graphical enviroment ever seen in a flight simulator. This is the only flight simulation to provide 100 complex missions over four intense battle senarios. The only flight simulation to provide detailed daily war update reports. The only flight simulation to present the latest in aerodynamic technology introducing ECOP cockpits, backwinder AAMS, supercruise, stealth and more! F29 Retaliator is that flight simulation.

GUN LAW

"BILLY THE KID" is a one or two player action/strategy game set in the Wild West, which allows the player to assume the identity of either a gun totting desperado with a heart of gold , Billy himself or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett. They are in love with the same woman and ultimately, in a nail biting climatic finale, are going to end up pointing guns at each other. Only one character can walk away from this showdown BUT THAT'S JUST THE WAY OF THE WEST



OCEAN SOFTWARE LTD,
6 CENTRAL ST, MANCHESTER,
M2 5NS.TEL: 061 832 6633
FAX: 061 834 0650

CONTENTS

Fast Forward	6
Big in Japan	10
Sega City	14
Narly Nintendo	18
Atari Attack	20
RAZE Reviews	23
Import Reviews	58
Budget Blitz	64
CDTV Special	68
Hacks & Stacks	74
Competition	82

Futuristic frolics and foibles in a teacup

STORMBALL.....24

■ Amiga ■ Atari ST ■

Pulsating 3-D pac and pill play in

PAC-MANIA 27

■ Master System ■

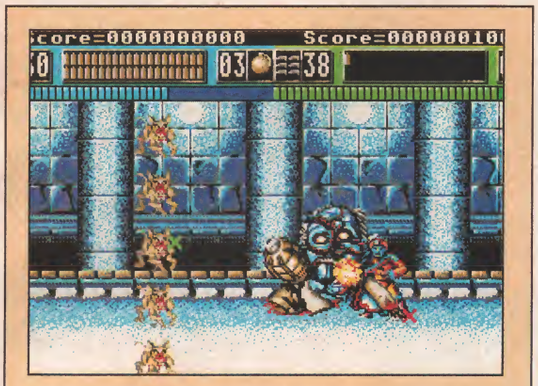
SEE, HEAR!.....68

At last Commodore's revolutionary CDTV has officially been launched in the UK. Paul Rigby shared a bun with Barney, tried on Thomas' snowsuit, went on a North Polar expedition, caught up with Peter Rabbit, kept cool when confronted by the cautious condor and ended up having a megablast.

ISSUE 10

EDITOR Richard Monteiro. **STAFF WRITERS** Julian "Milk Marketing" Boardman, Les "is more" Ellis. **JAPAN CORRESPONDENT** Shintaro "Coke" Kanaoya. **CONTRIBUTORS** Mathew "stone t..." Ablott, Robin "Reliant" Wyles. **COIN-OP CORRESPONDENT** Suzy Uki. **DESIGN & LAYOUT** Ian "security" Chubb **MANAGING DIRECTOR** Jonathan Rignall. **GROUP ADVERTISEMENT MANAGER** Judith Bamford. **GROUP PROMOTIONS EXECUTIVE** Richard Eddy. **MAIL ORDER** Carol Kinsey. **SUBSCRIPTIONS** Caroline Edwards. **PUBLISHER** Franco Frey.

Competition Rules: No person who is connected in any way to the Publisher or the competition sponsor may enter the competition. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.



Who ya gonna call? The number of the
BEAST BUSTERS.....53

■ Amiga ■ Atari ST ■

REFRESHING CHANGE...14

The most eagarly awaited Mega Drive game yet has safely crossed the road. Make way for Sonic the Hedgehog!

preview INDEX

Consoles

ATARI LYNX	Ninja Gaiden	54
	Bubble Ghost	59
	Fastest Lap	59
MASTER SYSTEM	Ghouls 'n' Ghosts	47
	Pac-Mania	27
	Psychic World	46
MEGA DRIVE	Arrow Flash	50
	Bonanza Bros	61
	Centurion	38
	Crack Down	51
	Ka-Ge-Ki	61
NES	Dr Mario	18
	Bad Dudes	18
PC ENGINE	Adventure Island	60
SUPER FAMICOM	Augusta National Golf	58
	Ultraman	60

16-Bit

AMIGA	Beast Busters	53
	Centurion	38
	Cougar Force	30
	Hero Quest	32
	Hunter	40
	Hydra	34
	Logical	28
	Lupo Alberto	42
	Mega Traveller	55
	MERCS	44
	R-Type II	54
	Stormball	24
	Warzone	48
ATARI ST	Beast Busters	53
	Cougar Force	30
	Hero Quest	32
	Hunter	40
	Hydra	34
	Logical	28
	Mega Traveller	55
	MERCS	44
	R-Type II	54
	Stormball	24
	Warzone	48
IBM PC	Hero Quest	32
	Logical	28

EDITORIAL ADDRESS RAZE, The Words Works Ltd, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH. Tel: 0225 765086, Fax: 0225 777869. **MAIL ORDER & SUBSCRIPTIONS** Tel: 0584 875851 Fax: 0584 876044. **PRINTED** BY BPCC Business Magazines (Carlisle) Ltd, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of of the BPCC Group **DISTRIBUTED** by COMAG, Tavistock Road, West Drayton, Middlsex. **A NEWSFIELD PUBLICATION ISSN 0960-7706**

© NEWSFIELD 1991. ■ No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, test, photography or otherwise, sent to RAZE unless it is accompanied by a suitable SAE. The publisher reserves the right to edit any written material. The views expressed in RAZE are not necessarily those of the publishers.

THE NEXT millennium

Millennium have been around for quite a while really, even though the name has only been evident for a year or so. It wasn't until the spring of 1990 that Logotron's entertainment arm split from its parent to become Millennium under the guiding hand of Michael Hayward. That summer the new company produced some very hot products, including *Thunderstrike* and *Resolution 101*, which apparently "walked out of the shops on their own". In the following months they followed up with *Cloud Kingdoms, Manix*, and the only character to emerge from 1990 with a following, *James Pond*. This year saw the release of *Horror Zombies, Warlock the Avenger* and *Moonshine Racers*, each of which were fairly well received but none of which did particularly good business – this recession's a killer. Their latest offering *Stormball* is reviewed elsewhere in this issue, and continues their high quality output.

Julian Boardman burns a hole in his trousers in anticipation of Millennium's next releases

Chinto's Revenge

Their next release will not be until the end of July but it should be worth the wait. Called *Chinto's Revenge* (pronounced Shin-toes?!), it follows the quest of a young Japanese man to avenge the brutal murder of his mother and family by the local evil dude. The impressive opening sequence, featuring animated scenes in the style of a Japanese cartoon, details just how big this guy was and how Chinto was the only member of his family to survive the cowardly attack.

The gameplay is viewed top-down but features a very weird perspective that hasn't been seen in a computer game since about eight years ago. It's easier to look at than describe but if you imagine a wall viewed from above will appear very thick at the base and the top will appear very thin. This means that you that you can see both sides of the wall at once. The main character is the inverse of this, big head, small feet, which may sound bizarre but actually means that he fits like a wedge into the map.

Each level, of which Millennium are not sure how many there will be, will take up a space of around 64 screens. It may not sound a lot but the speed of gameplay means that it will take several minutes to get from edge to edge.

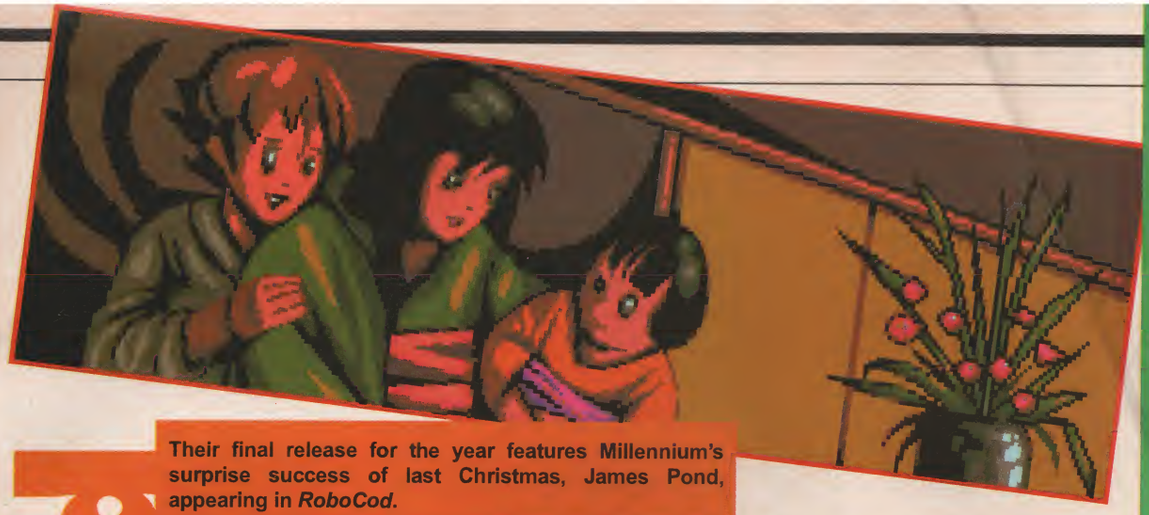
Strike 2

After the success of *Thunderstrike* last year, a sequel was inevitable, the fact it has taken this long coming and the fact it will appear on the PC first suggests that it may well be something special. *Strike 2* will be an attack and defend game in the same style as the original, but will also offer the chance to take part in battles in various space systems, and as one of four races: human, reptile, robot and cybernoid. The action begins when you walk through two giant steel doors into the planet's battle area. You then go to your ship and prepare yourself for the battle ahead. Going through several screens, you select the type of ship you want, which weapons, whether to repair it, etc. Then it is out into the 3-D world for a fast-moving brain-stretching battle of wits as you try to capture as many of your opponent's bases without losing too many of your own.

Tentacles

On the heels of *Chinto* is *Tentacles*, a horizontal shoot-'em-up with a difference. Your ship is attached to the scenery by four tentacles. These suspend your craft in the centre of the screen till you decide to move. If you hold down the fire button, you will stay where you are, but let go of it and the tentacles' elasticity will take over and pull you back to the middle. This spring effect gives a whole new dimension to the already difficult gameplay, which features nearly 100 different alien sprites, and makes it a cut above your average shoot-'em-up. You can expect to see *Tentacles* in mid-summer (if we ever get one!) for the Amiga, Atari ST and PC.

Robin Hood and his men riding through the glen...



RoboCod

Their final release for the year features Millennium's surprise success of last Christmas, James Pond, appearing in *RoboCod*.

A certain important institution at the North Pole is in grave danger. James volunteers for cybernetic surgery which puts him in the fish's equivalent of an iron lung, enabling him to breathe above water. Strangely it also gives him the ability to stretch the height of the screen, grab onto something and pull himself up. Of course blowing bubbles won't be much use above water, so he has with him a mallet which he swings with great gusto in front of him, bashing anything unfortunate enough to get in the way.

When he gets to this certain factory at the North Pole, James finds that each of its ten areas have been perverted so as to destroy everything they create. It is up to you to put right the waywardness of these objects, and make sure that the children of the world have something to look forward to. Each of the ten levels features a different type of object and is kitted out in that particular style; there is one that features classic computer games, and each of the ten levels has the potential to be very huge.

The gameplay emphasis will be more on exploration and won't get too difficult too quickly, which was a complaint levelled at the original *James Pond*. You may have guessed that I can't say too much about the scenario at this stage, but the more intelligent out there will know what is going on. *RoboCod* will be released later this year, probably to coincide with one of the characters' birthday, and is being programmed at this very moment by Chris Sorrell at Vectordean for Amiga, ST, PC and Mega Drive.

You begin on the outer ring of the solar system and work your way around that until you feel ready to move in to the next ring. This process continues until you get to the central planet where the champion of that particular system lies in wait. His style will be different to that of the robot-controlled outer planets, more quirky and less predictable, making it that bit harder for you to defeat him. This is Millennium's strongest game graphically – except for *RoboCod* – with very fast 3-D and superb intermediate screens. Add to that the promise of intensive and addictive gameplay, and it looks like the lad's done good. A PC version will appear initially, swiftly followed by Amiga and ST versions.

Strike 2 is the sequel to Millennium's hugely successful *Thunderstrike*. The game features graphics that will absolutely blow your mind – just check out these futuristic screens for quality.

Robin Hood

Also in mid-summer, PC owners will, for the first time in Millennium history, get a sniff of a product before any of the other versions are released. Entitled simply *Robin Hood*, the game puts you in control of the outlaw of Nottingham as he tries to oust the evil sheriff from his position and return Sherwood to its previously happy state. The action is viewed in an isometric manner while movement about the map is generated in a similar way to *Populous*.

You have to control Robin as he tries to band together some merry men, or some not so happy ones if that's all you can find. There is a wizard up in one corner of the play area who may help you if things start to fall apart, but most of your time will be spent running from the guards after you've robbed from the rich. Giving to the poor is not essential but it helps make friends. The only problem is that if you leave the game running but don't tell Robin to do anything then he'll start trying, unsuccessfully, to win the game on his own. Initially this may just mean laying low and going fishing for a while, but later on in the game he will start knocking off guards and the like, generally getting into trouble. The problem is this trouble may well end up in Robin being hanged by the neck until he dies.

Entirely mouse-driven, *Robin Hood* becomes very simple to play, and its occasional sense of humour, incorporated in the high quality graphics, make it a roleplaying game that should stand out from other similar products. And it ties in quite nicely with the Robin Hood films that will be appearing at about the same time too. For the Amiga, ST and PC.

PREVIEW POSTSCRIPTS

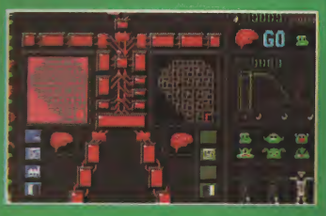
★ **Domark, who recently hit the flight sim trail with *MiG-29*, seem to have fallen in love with the genre. In September they release *MiG-29 Super Fulcrum*. This version features a redesigned cockpit and a completely different scenario. You are based in a South American country as part of a multi-national task force taking on the drug barons. The price is yet to be announced and the game will be released on Amiga, Atari ST and IBM PC.**

★ **Still on the subject of Domark's flight sims, the same team who brought you *MiG-29* are working on *Harrier Assault*. The game is supposed to move away from traditional flight sims as you command a Rapid Response Force, with you controlling troop movements and providing air support for them. It is planned to be released late *next* year on Amiga, Atari ST and PC.**

★ **Titus have a couple of interesting licences lined up. *Arachnophobia* is based on the hit spider movie. In the game you play the role of a fumigation strategist (the John Goodman character in the film) who has to hunt down the deadly breed of spider through hundreds of buildings. Prices to be announced for Amiga, Atari ST and PC versions.**

★ **A curious licence is Titus's *The Blues Brothers*, based on the cult movie. The game features five levels of action as Jake and Elwood race to get to the concert. It also promises to have the original Blues Brothers soundtrack (even on the ST!). Across the big three soon(ish).**

Bug-busting goes a stage further with Germ Crazy from Electronic Zoo.



★ **Electronic Zoo, those of *The Ball Game* and *Cougar Force* fame, also have *Germ Crazy*. Your brother has been infected with a virus and it is up to you to heal him before it takes over his body and kills him. The game is absolutely huge with 24 battle areas and 70 viruses to fight. The price will be £25.99 on Amiga, ST and PC.**

... knocking back the tinnies, very merry men.

IT'S MAD!

It's a mad, mad, mad, mad world, and Les Ellis has found out why

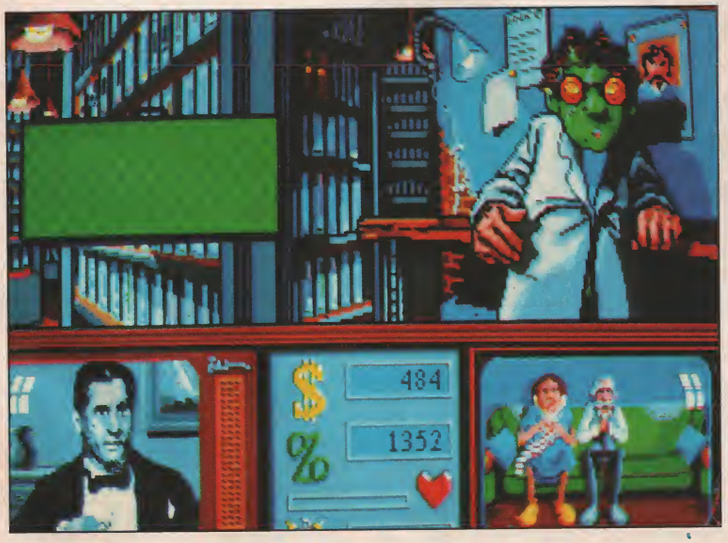
With a film line up like this, it's no surprise that the ratings are so low. Get *The Exorcist* on the early slot, *Exorcist 2* on mid-evening and *Exorcist 3* to round off the evening's entertainment. (Perhaps you could start the next day with *Repossessed*?)

Leisure Suit Larry may now have a rival in the Romeo stakes. Rainbow Arts are about to release a game based around the exploits of a school-leaver who has to fight off three other admirers of his girlfriend. The game's called *Mad TV*, and mad it certainly is. You play Archie, a youngster who has been mistaken for Manfred L Feinbein, the new Programme Director at *Mad TV*, the worst TV station ever (with viewing figures even lower than BBC2). Normally, Archie wouldn't play up to his mistaken identity but the love of his life has driven him to it. You see, Betty Botterblom also happens to work there, but has a reputation for being a bit of a tart. She's already got three feisty young suits after her, and her flirting is driving Archie up the wall. By expressing his devotion to her, and hopefully winning her heart, he hopes to set Betty straight and then marry her. But there are other things pressing on Archie's mind.

Archie has been given the job of turning Mad TV from a low-life station, showing boring black and white movies all day, to a highly-tuned television outfit with ratings soaring through the roof. Obviously, the first thing to change is the programme output, which requires much planning and preparation. Programmes have to be commissioned, studios must be rented, contracts finalised, etc. While planning for the future, Archie must also brighten up the present output with the programmes currently available. (For ruthless players, there is also the possibility of sabotaging the competition's studios.)

Don't get me wrong, this isn't one of those boring strategy domination games, you don't have to play God or save the world. The aims are very simple: provide good TV programmes and win over the office bike. The game is splattered with humour, most of it black, and there are loads of unexpected events to keep you on your toes.

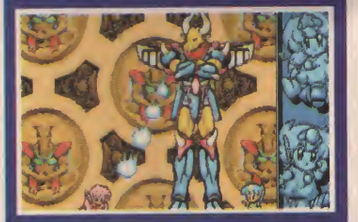
Mad TV will be available at the end of August on Amiga, Atari ST and IBM PC at £24.99. You'd be "mad" to miss it (ho, ho).



PREVIEW POSTSCRIPTS

More fighting fun as Double Dragon returns for a third time.

★ Storm have wide selection of releases for the run up to Christmas. *Rodlands* and *Double Dragon 3* will be out late August, *Final Blow* in September and *Big Run* for the Christmas chart onslaught. All are planned for both Amiga and Atari ST.



More cute arcade adventuring from the Japanese-inspired game *Rodlands*.

★ SSI are at it again with another roleplaying adventure based on the Forgotten Realms scenario. *Gateway to the Savage Frontier* has you searching for four lost statuettes and battling against an invasion of evil from across the Desert of Anaurach. The 1Mb Amiga and IBM PC versions will be out in August.

★ Domark have picked up the licence for Taito's *Euro Football Champ*. The one- or two-player action promises to be fast and furious as you battle to become the top team in Europe. This latest footballing frenzy is planned for the middle of next year to tie in with the European Championships.

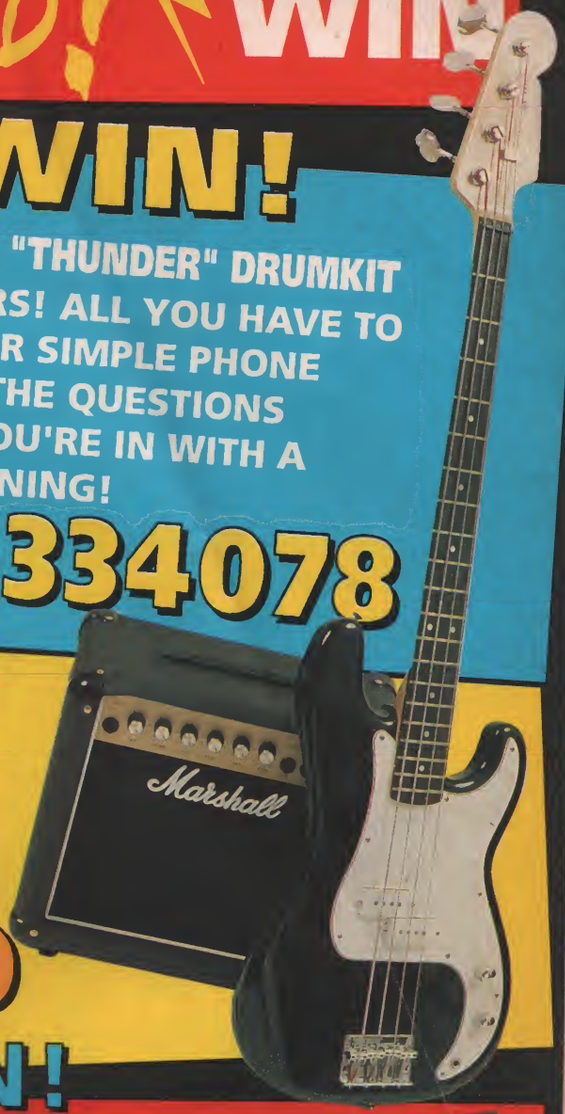
★ Those wacky Italians at Idea, of *Bomber Bob* and *Lupo Alberto* fame, have a news of a couple more releases for 1991. *Dragon Fighter,* in September on Amiga, will be a 100-level arcade fantasy game promising amazing graphics and sound. Also in September they'll be a puzzle game called *Clik Clak*. Available on Amiga and PC, although no prices as yet.

WIN IT'S WILD! WIN

WIN!

THIS AWESOME "THUNDER" DRUMKIT COULD BE YOURS! ALL YOU HAVE TO DO IS ENTER OUR SIMPLE PHONE QUIZ, ANSWER THE QUESTIONS CORRECTLY & YOU'RE IN WITH A CHANCE OF WINNING!

0898-334078



WIN!

THE "SUNN MUSTANG" BASS GUITAR AND "MARSHALL" PRACTICE AMPLIFIER IS THE IDEAL SET UP FOR ANY WOULD BE BASS GUITARIST. ANSWER THE QUESTIONS & IT COULD BE YOURS!

0898-334079

WIN!

THE "YAMAHA PORTASOUND" ELECTRONIC KEYBOARD IS THE ULTIMATE MUSIC MACHINE! IT COULD BE YOURS. JUST PHONE

0898-334080

FOLLOW IN THE FOOTSTEPS OF YOUR HEROES! WE'RE GIVING YOU THE CHANCE TO TAKE THE LEAD WITH THIS WICKED "ENCORE" ELECTRIC GUITAR AND "MARSHALL" PRACTICE AMPLIFIER. GO FOR IT ON...

0898-334081

WIN!

Calls cost 34p (cheap rate) and 45p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Please ask your parents permission before you call.

BIG IN

"Sake wa nomimasen!" cried Shintaro after discovering the heartache he caused thousands of Super Famicom owners due to his incorrect *Final Fight* tip last month. "One thousand shazais" continued a distraught Shintaro on seeing the large angry mob assembled outside his house... To cut a long story short, he's back on the sake and isn't sorry at all. At least he's had the courtesy to report back on all the console goings-on in Japan.

Ohayo! Well, I thought I'd better start on a cheery note after the Famicom *Final Fight* fiasco. Unfortunately, I think I've been had by a Japanese games player. The trickster! So convincing he was too...

To compensate Super Famicom owners I've decided to do an extra long section devoted to Nintendo's fine machine. First, there's *Final Fantasy IV* to look forward to. This is a sequel to (go on, take a guess) the *Final Fantasy* series that appeared on the 8-bit Nintendo system. As with all popular Japanese games it's an RPG. Although there is Japanese used in *Final Fantasy*, it doesn't look as though there is too much for non Japanese speakers to learn. After all, you only have to get to grips with the basic commands such as kill, mutilate, incinerate and carve up.

Don't get too excited though, *Final Fantasy* isn't due until six months or so. Nor is the Super Famicom version of the game that features the character second most popular with Nintendo fans: Link, in the *New Legend of Zelda*. The original *Zelda* (this is the third) was the first game to appear as a disk-only game on Nintendo's 8-bit Famicom disk drive. Although *Zelda* started life as an RPG, it became an arcade adventure with RPG elements in the sequel and now looks like a fully fledged arcade adventure in its latest incarnation. The graphics are predictably cute but impressive nonetheless.

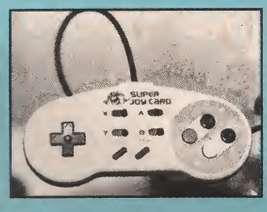
Some exciting things are skulking their way onto the Super Famicom as you read this. *Ghouls 'n' Ghosts 2* or *Ghosts 'n' Goblins 3*, depending on which way you look at it, is due now. It's an all new adventure for Arthur, and one which won't even appear in the arcades (bad luck Suzy, here's one knight in shining armour and thrust worthy weapons you won't get to ride on). In addition to *Ghosts 'n' Goblins*, there's *Hyper Zone*, *F-Zero in Space*, and *Jelly Boy* to look out for.

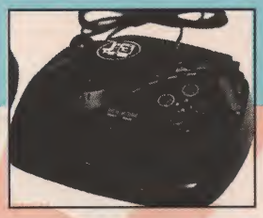
The game attracting attention currently is Konami's *Ganbare Goemon 3*. Again, a sequel to an earlier 8-bit Famicom game. *Ganbare* is a simultaneous two-player affair with one person taking the reins of Samurai Goemon and the other as his dopey sidekick ninja, Ebisumaru. Everything is very cartoon-like, humourous and combines clever puzzle solving with hack and slay action.

Something distinctively more British is *Pro Soccer*. Or as you used to call it, *Kick Off*. It's exactly the same game as Anco's highly playable original, but simply sports a different name. With *Kick Off* in some form or other rumoured to be appearing soon for many consoles, it

PICK A STICK

Good news for Super Famicom owners in a stick mix... this month sees the arrival of not one, not two, but three new autofire controllers. The first is from Hudson (around £11.50) and is the most boring, offering two-speed autofire for the four primary fire buttons. The second, from Ascii (also £11.50), features autofire on all buttons. By far the best is the new, and as far as I know, the first proper joystick for the Super Famicom. This comes from Hal Laboratories and although expensive (£34), offers everything. Variable autofire speeds, slow motion, automatic coffee making... and all in a natty black colour.





OH BOY!

There's an absolute wealth of Gameboy titles available – never in such a short period have so many games been made available for one console. And there are still more to come.

Some of the attention-grabbers over the next few months include *Paperboy 2*, *The Legend of Dracula 2*, *Teenage Mutant Ninja Turtles 2*, *Elevator Action*, *Hatris* and *The Seikan Legend* (*Final Fantasy*, if you prefer).

It's not often you'll see mention of SNK's incredible home arcade machine, but I'm in a generous mood this month. *ASO II* is the latest twin-player shoot-'em-up to come from Japan. Graphically spectacular, sonically amazing, pleasingly addictive... and far too expensive for any normal person to afford.

Depending where you are in Japan...

JAPAN

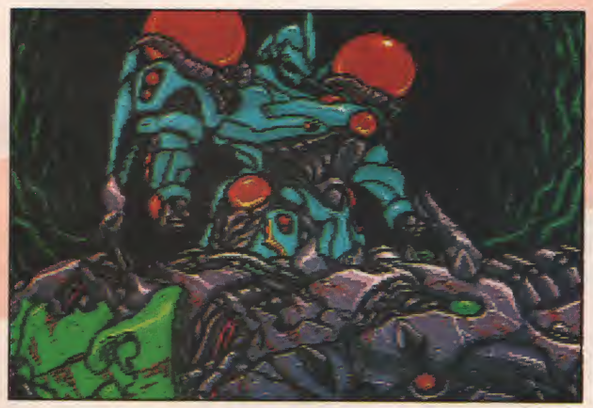
with hand on bottom that there are scantily-clad women in the game. Ahem, moving straight on...

A game without scantily-clad aliens is *PC Boy 2*. The original was a favourite of mine despite it's cuteness. The second doesn't seem to have improved on the winning formula, but then why bother? Actually, you can choose different characters this time: PC Girl or PC Butthead by the

One of the most eagerly awaited Super Famicom games, *Ghosts 'n' Goblins 3* or *Chohmakaimura* , is about to be unleashed. And here's a sneak peek.

will be interesting to see just how well they play when using controllers rather than joysticks. The world waits...

To round off the Super Famicom news, Naxat's *Super Pinball*. Those of you that have played *Alien Crush*



Amazing, isn't it? This is just one of the many superb static shots from the PC Engine CD-ROM game *Spri-Gun*. There are 29 pick-ups to collect, including fire ball, salamand, water shield, water protector, twin shot five way, wind cutter and wind blade.

– or its superb sequel *Devil Crash* – on the PC Engine will know what to expect from Super Pinball. Basically, weird aliens, druids, pentagons, demonic goats. Great stuff!

GETTING THERE

Following on from last month's news regarding *Cobra II*, I can now say

looks of it (his head is shaped like a peach). PC Butthead can breathe fire while PC Girl literally blows away her enemies (she throws kisses at them).

CD-ROM shoot-'em-ups are rare – presumably because it's almost impossible to fill 540Mbytes of CD-ROM space with horizontally, vertically or otherwise-scrolling mayhem. *Spri-Gun* takes up the challenge. With 29 different power-ups there's certainly enough mayhem – but what about content? Sickly aliens that explode in a myriad of bright colours, over the top sound effects, a thundering tune, and the obligatory between-level pictures you get on all CD-ROM games. Shoot-'em-ups aren't the only game genres to suffer the subtle bung-it-on-a-CD-and-hope-it-sells marketing ploy. The *Varis* series has done it perfectly in parts 2 and 3 (there never was a 1). After a tactful rest period, *Varis 4* is now among the living. It offers the same poor quality graphics, sound and playability that made the first two so popular.

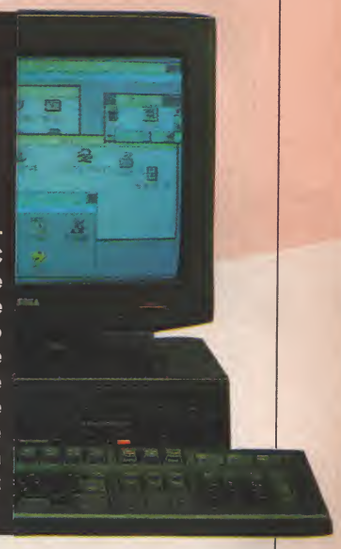
Coming soon on the Mega Drive is a *Final Fight* clone called Street Smart. The graphics look absolutely stunning and some of your opponents are huge. Let's hope playability matches appearance.

On cartridge there's *Magical Chase*, a decent-looking shoot-'em-up with pumpkin heads and pink hat-wearing witches, *F-1 Circus* and *Mesopotamia*. There's little point dwelling on *F-1 Circus*; if you haven't worked out what it is yet, you deserve to be kept in the dark. *Mesopotamia* is the stuff of Greek literature; it's full of golden bulls, mosaics, beautiful pillars and what looks like an arrow-firing slinky as the hero.

Due to certain factors beyond my control, there is no Mega Drive coverage this issue. Apologies to all Sega fans. Still, Sega City should keep you going for the month. Normal service will be resumed next month, honest. Abayo.

TERADRIVE DOWN TO EARTH

Small quantities of the Teradrive – a desk-top-like computer containing both an IBM PC and a Sega Mega Drive – are now available in Japan. Prices start at a very reasonable ¥148,000 (around £570) and go up to ¥248,000 (roughly £950) for the top of the range model. The various versions in the range differ only in memory and hard drive storage capacity. If ever the Teradrive appears in the UK, and by all accounts its a real possibility, the prices could be almost double.



electric power will be either 50 or 60Hz.

C & N CO

354 HIGH STREET,
CHATHAM, KENT
0634
831870

ORDERS TAKEN
24 HOURS A DAY
TEL 0634 831870
FAX 0634 831971

ACCESS &
BARCLAYCARD
WELCOME

Access

GAMEBOY

GAMEBOYALLEYWAY	20.00
AMAZING PENGUIN	25.00
BALLOON KID	25.00
BASES LOADED	25.00
BATMAN	25.00
NEW BATTLE BULL	25.00
NEW BATTLESHIP	25.00
NEW BEETLEJUICE	25.00
BOXXLE	25.00
NEW BUBBLE BOBBLE	25.00
NEW BUBBLE GHOST	25.00
BUGS BUNNY	25.00
NEW BUGS BUNNY II	25.00
NEW BURDAI DELUXE	25.00
CASTLEVANIA	20.00
CHASE HQ	25.00
NEW CHESS MASTER	25.00
COSMO TANK	25.00
NEW CURTIS STRANGE GOLF	25.00
DAEDALION OPUS	25.00
DEAD HEAT SCRAMBLE	20.00
DOUBLE DRAGON	20.00
DR MARIO	25.00
NEW DRAGON TAIL	20.00
DUCK TALES	25.00
FINAL FANTASY	30.00
FLIPALL	25.00
FORTRESS OF FEAR	25.00
GARGOYLES QUEST	20.00
GHOSTBUSTERS II	25.00
NEW GREMLINS II	25.00
HAL WRESTLING	25.00
NEW HARMONY	25.00
HEIANKYO ALIEN	25.00
HYPER LOAD RUNNER	20.00
NEW KUNG FU MASTERS	25.00
KWICK	25.00
LOCK AND CHASE	20.00
MALIBU BEACH VOLLEY	20.00
NEW MEGA MAN	25.00
MERCENARY FORCE	25.00
MOTOCROSS MANIA	20.00
NEMISIS	20.00
NFL FOOTBALL	25.00
NEW NINJA BOY	25.00
NINJA TURTLES	25.00
NEW OPERATION C	25.00
PAPERBOY	25.00
PENGUIN WARS	20.00
PIPEDREAM	25.00
PLAY ACTION FOOTBALL	25.00
NEW POWER MISSION	25.00
POWER RACER	25.00
QUARTH	25.00
NEW R-TYPE	25.00
REVENGE OF THE GATOR	25.00
NEW ROBOCOP	25.00
SHANGHAI	25.00
SIDE POCKET	25.00
SKATE OR DIE	25.00
SNOOPY	25.00
SOLO STRIKER	20.00
SPIDERMAN	25.00
SUPER MARIO LAND	20.00
TENNIS	20.00
WORLD BOWLING	25.00
NEW WWF ALL STARS	25.00

NEO GEO

BASEBALL STARS	149.00
CYBERLIP	149.00
MAGICIAN LORD	149.00
NAM 1975	149.00
NINJA COMBAT	149.00
RIDING HERO	149.00
SUPER GOLF	149.00
SUPER SPY	149.00
NEW WORLD BOWLING	149.00

MEGADRIVE

NEW AEROBLASTER	35.00
AFTERBURNER II	35.00
AIR DRIVER	35.00
ALEX KIDD	30.00
ALTERED BEAST	30.00
NEW AMBITION OF CEASER	40.00
ARNOLD PALMER GOLF	35.00
ARROW FLASH	35.00
ASSAULT SUIT LEYNOS	35.00
ATOMIC ROBOKID	35.00
AXIS FZ	30.00
BATMAN	40.00
NEW BATTLE GOLFER	35.00
BATTLE SQUADRON	40.00
BUDOKAN	40.00
BURNING FORCE	35.00
BUSTER DOUGLAS BOXING	35.00
COLUMNS	30.00
CRACK DOWN	35.00
CURSE	35.00
CYBERBALL	35.00
DAI SENPU (1943)	35.00
DANGEROUS SEED	35.00
DARIUS II	45.00
DARWIN 4081	35.00
NEW DICK TRACY	35.00
DJ BOY	35.00
DYNAMIC DUKE	30.00
ELEMENTAL MASTER	35.00
ESWAT	35.00
FAT MAN	35.00
FINAL BLOW	35.00
FIRE SHARK	35.00
FORGOTTON WORLDS	35.00
GAIARES	45.00
GAIN GROUND	35.00
GENORD	35.00
GHOST 'N'GHOULS	45.00
GHOSTBUSTERS	35.00
GOLDEN AXE	35.00
GRANADA	35.00
NEW GYNOUG	35.00
HARD DRIVING	35.00
HEAVY UNIT	35.00
HELLFIRE	35.00
HORZOO ZWOR	30.00
INSECTOR X	35.00
NEW ISHIDO	35.00
JOE MONTANA FOOTBALL	35.00
JOHN MADDEN FOOTBALL	40.00
JUNCTION	35.00
NEW KAKE GI	40.00
KLAX	35.00
KUJAKU II	35.00
LAST BATTLE	35.00
MAGICAL HAT	35.00
MASTER GOLF	35.00
MEGA PANEL	35.00
NEW MICKEY MOUSE	35.00
NEW MIDNIGHT RESISTANCE	35.00
MOONWALKER	35.00
MUSHA ALESTE	35.00
MYSTIC DEFENDER	35.00
NEW ZEALAND STORY	35.00
PAT RILEY BASKETBALL	35.00
PHANTASY STAR II	45.00
PHELIOS	35.00
POPULOUS	40.00
RAINBOW ISLANDS	35.00
RAMBO III	30.00
RASTAN SAGA II	35.00
REVENGE OF SHINOBI	35.00
RINGSIDE ANGEL	40.00
SHADOW BLASTER	35.00
SHADOW DANCER	35.00
NEW SONIC THE HEDGEHOG	35.00
SPACE HARRIER 2	35.00
NEW STAR CRUISER	35.00
STRIDER	45.00
SUPER HANG ON	35.00
SUPER HYDLIDE	30.00
SUPER LAEGUE BASEBALL	35.00
SUPER MONACO G/PRIX	35.00
SUPER REAL BASKETBALL	35.00
SUPER SHINOBI	35.00
SUPER THUNDERBALDE	35.00
SWORD OF SODAN	36.00
SWORD OF VERMILLION	45.00
TARGET EARTH	35.00
TATSUJIN	35.00
THUNDERFORCE II	35.00
THUNDERFORCE III	40.00
NEW TIGER HELI	35.00
TOMMY LASORDA BASEBALL	35.00
TRUXTON	35.00
VOLFIED	35.00
WHIPRUSH	35.00
WONDERBOY III	35.00
WORLD SOCCER	35.00
NEW WRESTLEBALL	35.00
XDR	35.00
ZANY GOLF	35.00

MASTER SYSTEM

ACTION FIGHTER	12.95
AFTERBURNER	29.95
AIRIAL ASSAULT	29.95
ALEX KIDD LOST STAR	19.95
ALEX KIDD HIGH TECH	24.95
ALEX KIDD MIRACLE WORLD	24.95
ALEX KIDD SHINOBI WORLD	29.95
ALIEN SYNDROME	24.95
ALTERED BEAST	29.95
AMERICAN BASEBALL	29.95
AMERICAN PRO FOOTBALL	29.95
ASSAULT CITY	29.95
ASTRO WARRIOR	24.95
AZTEC ADVENTURE	12.95
BANK PANIC	17.95
BASKETBALL NIGHTMARE	29.95
BATTLE OUTRUN	29.95
BLACK BELT	24.95
BLADE EAGLE 3D	29.95
BOMBER RAID	29.95
CALIFORNIA GAMES	29.95
CAPTAIN SILVER	29.95
CASINO GAMES	29.95
CHASE HQ	29.95
CHOPLIFTER	24.95
CLOUD MASTER	29.95
CYBORG HUNTER	24.95
NEW DANAN JUNGLE FIGHTER	29.95
DEAD ANGLE	29.95
DOUBLE DRAGON	29.95
DOUBLE HAWK	29.95
DYNAMITE DUX	29.95
NEW E-SWAT	29.95
ENDURO RACER	10.95
F-16 FIGHTER	17.95
FANTASY ZONE	12.95
FANTASY ZONE II	24.95
FANTASY ZONE THE MAZE	24.95
NEW FIRE AND FORGET II	29.95
GALAXY FORCE	29.95
GANGSTER TOWN	24.95
NEW GAUNTLET	29.95
GHOST HOUSE	17.95
GHOSTBUSTERS	29.95
GLOBAL DEFENSE	12.95
GOLDEN AXE	29.95
GOLFMANIA	32.95
GOLVELLIUS	29.95
GREAT BASEBALL	24.95
GREAT BASKETBALL	24.95
GREAT FOOTBALL	24.95
GREAT GOLF	24.95
GREAT VOLLEYBALL	24.95
NEW IMPOSSIBLE MISSION	29.95
NEW INDIANA JONES	29.95
KENSEIDON	29.95
KUNG FU KID	24.95
LORD OF THE SWORD	12.95
MAZE HUNTER 3D	29.95
NEW MICKY MOUSE	29.95
MIRACLE WARRIOR	32.95
MISSILE DEFENCE 3D	29.95
MONOPOLY	29.95
MY HERO	17.95
NINJA	10.95
OPERATION WOLF	29.95
OUT RUN	29.95
OUT RUN 3D	29.95
NEW PAPERBOY	29.95
PENGUIN LAND	29.95
PHANTASY STAR	39.95
POSEIDEN WARS 3D	29.95
POWERSTRIKE	24.95
PRO WRESTLING	24.95

24 HRS ORDER LINES TEL: 063 4

CONSOLES

Please make cheques Payable to
C&N Computers
Price includes VAT
1st Class recorded delivery

WE UNDERTAKE TO SUPPLY THE GAME OF YOUR CHOICE WITHIN 72 HOURS OF RECEIVING YOUR ORDER. IF WE FAIL WE WILL GIVE YOU A GAME ABSOLUTELY FREE.

VISA

PSYCHO FOX	29.95
QUARTET	24.95
R-TYPE	29.95
RAMBO III	29.95
RAMPAGE	29.95
RASTAN	29.95
RC GRAND PRIX	29.95
RESCUE MISSION	10.95
ROCKY	29.95
SCRAMBLE SPIRIT	29.95
SECRET COMMAND	12.95
SHANGHAI	24.95
SHINOBI	29.95
SHOOTING GALLERY	24.95
SHOOTING GAMES	24.95
SLAP SHOT	29.95
SPACE HARRIER	29.95
SPACE HARRIER 3D	29.95
SPELLCASTER	29.95
SPY VS SPY	17.95
NEW SUBMARINE ATTACK	29.95
SUPER MONACO	29.95
SUPER TENNIS	10.95
TEDDYBOY	10.95
TENNIS ACE	29.95
THUNDERBLADE	29.95
TIME SOLDIERS	29.95
TRANSBOT	10.95
ULTIMA 4	39.99
VIGILANTE	29.95
WANTED	24.95
WONDERBOY	24.95
WONDERBOY III	29.95
WONDERBOY MONSTER	29.95
WORLD GAMES	24.95
WORLD GRAND PRIX	12.95
WORLD SOCCER	24.95
Y'S	32.95
ZAXXON 3D	29.95
ZILLION	24.95
ZILLION II	24.95

NINTENDO

10 YARD FIGHT	24.95
ADVENTURES OF LINK	39.95
AIRWOLF	19.99
NEW BAD DUDES	34.99
BATMAN	39.95
NEW BAYOU BILLY	34.99
BIONIC COMMANDO	39.95
NEW BLACK MANTA	29.99
BLADES OF STEEL	29.99
BOBBLE BUBBLE	24.95
CASTLEVANIA	29.95
NEW DAYS OF THUNDER	39.95
NEW DEFENDER OF THE CROWN	39.95
DONKEY KONG 3	19.95
NEW DONKEY KONG CLASSICS	19.95
DONKEY KONG JUNIOR	19.95
NEW DOUBLE DRAGON	34.99
DOUBLE DRAGON 2	29.95
DOUBLE DRIBBLE	24.99
DUCK HUNT	29.95
NEW DUCK TALES	39.95
EXCITEBIKE	19.99
NEW FAXANADU	29.99
FESTERS QUEST	29.95
NEW GAUNTLET II	39.95
GHOST AND GIBLINS	24.95
NEW GHOSTBUSTERS II	34.99
GOLF	24.95
GOONIES II	29.95
GRADIUS	24.95
NEW GREMLINS II	39.95
GUMSHOE	29.95
GUNSMOKE	24.95
GYROMITE	39.95
HOGANS ALLEY	29.95
ICE CUMBER	24.95
IKARI WARRIORS	29.95
NEW IRONSWORD	34.99
NEW JACK NICKLAUS GOLF	34.99
KID ICARUS	29.95
KUNG FU	24.95
LEGEND OF ZELDA	39.95
LIFE FORCE	24.99
MACH RIDER	29.95
MARIO BROS	19.95
MEGA MAN	34.95
NEW MEGA MAN II	39.95
METAL GEAR	34.95
METROID	29.95
NEW PAPERBOY	19.99
PINBALL	24.95
NEW PINBOT	29.99
POPEYE	29.95
PRO WRESTLING	29.95
NEW PROBOTECTOR	29.99
PUNCH OUT	24.99
NEW RAD GRAVITY	29.99
RAD RACER	29.95
RC PRO AM	29.95
NEW RESCUE	24.99
ROBO WARRIOR	29.95
ROBOCOP	39.95
RUSH N ATTACK	29.95
RYGAR	34.95
SECTION Z	24.95
SIMON'S QUEST	29.95
SKATE OR DIE	24.95
NEW SNAKE RATTLE & ROLL	24.99
SOCCER	24.95
NEW SOLAR JETMAN	29.99
SOLSMAN'S KEY	19.99
NEW STEALTH ATF	29.99
SUPER MARIO BROS	24.95
SUPER MARIO BROS II	39.95
NEW SUPER OFF ROAD	24.99
TENNIS	24.95
TETRIS	24.95
TIGER HELI	19.99
TO THE EARTH	24.95
TOP GUN	29.95
TRACK & FIELD 2	29.99
TROJAN	24.95
NEW TURBO RACING	34.99
TURTLES	34.99
URBAN CHAMP	24.95
WILD GUNMAN	29.95
WIZARDS AND WARRIORS	29.95
NEW WORLD CUP	29.99
NEW WORLD WRESTLING	34.95
WRECKING CREW	29.95
XEVIOUS	24.95

GAME GEAR

COLUMNS	30.00
DRAGON CRYSTAL	30.00
G-LOC	30.00
PENGO	30.00
NEW PSYCHIC WORLD	30.00
SUPER MONACO	30.00
WONDERBOY	30.00

ATARI LYNX

BLUE LIGHTENING	29.95
CALIFORNIA GAMES	29.95
CHIPS CHALLENGE	29.95
ELECTRO COP	29.95
GATES OF ZENDECON	29.95
GAUNTLET III	29.95
KLAX	29.95
MS PACMAN	29.95
PAPERBOY	29.95
RAMPAGE	29.95
ROADBLASTERS	29.95
RYGAR	29.95
SHANGAI	29.95
SLIME WORLD	29.95
XENOPHOBE	29.95
ZALOR MERCENARY	29.95

SUPER FAMICOM

ACTERISER	45.00
NEW BIG RUN	45.00
BOMBUZAL	45.00
F-ZERO	45.00
FINAL FIGHT	45.00
GRADIUS III	45.00
NEW HOLE IN ONE	45.00
PILOT WINGS	45.00
POPULOUS	45.00
SUPER MARIO WORLD	45.00

PC ENGINE

AFTERBURNER II	35.00
ALTERED BEAST	35.00
ATOMIC ROBOKID	35.00
BARUMBO MAN	35.00
BATMAN	35.00
BLOODY WOLF	35.00
NEW BOMBERMAN	35.00
NEW BURNING ANGEL	35.00
CHAN & CHAN	30.00
CHASE HQ	35.00
NEW CYBER COMBAT POLICE	38.00
CYBERCROSS	30.00
DEEP BLUE	30.00
DEVIL CRASH PINBALL	35.00
DIE HARD	35.00
DON DOKO DON	35.00
DRAGON SPIRIT	30.00
DRUNKEN MASTER	30.00
DUNGEON EXPLORER	30.00
FANTASY ZONE	30.00
FINAL BLASTER	35.00
FINAL LAP	35.00
FORMATION FOOTBALL	35.00
GALAGA 88	30.00
GAMOLA SPEED	35.00
GUNHEAD	35.00
HEAVY UNIT	35.00
HELL EXPLORER	35.00
NEW HURRICAN	35.00
IMAGE FIGHT	35.00
KLAX	35.00
KNIGHT RIDER	30.00
LEGENDARY AXE	35.00
LEGENDARY AXE II	35.00
MOTOROADER	30.00
MR HELI	35.00
NEW ZEALAND STORY	35.00
NINJA SPIRIT	35.00
NINJA WARRIORS	30.00
OPERATION WOLF	35.00
ORDYNE	30.00
OVER RIDE	35.00
PACLAND	30.00
PC KID	35.00
POWERDRIFT	35.00
PSCHO CHASER	30.00
R-TYPE 1	30.00
R-TYPE II	30.00
RABIO LEPUS SPECIAL	35.00
RASTAN SAGA II	35.00
ROCK ON	30.00
SHINOBI	30.00
SON & SON II	30.00
NEW SON OF DRACULA	35.00
SPACE HARRIER	30.00
SPLATTERHOUSE	35.00
SUPER STAR SOLDIER	35.00
TALES OF MONSTER PATH	30.00
TATIO BIKE RACING	35.00
NEW THUNDERBLADE	35.00
TIGER HELI	35.00
NEW TOY SHOP BOYS	35.00
VICTORY RUN	30.00
VIGILANTE	30.00
NEW VIOLENT SOLDIER	35.00
W-WING	35.00
WALLABY	38.00
ZIPANG	35.00

CONSOLE PRICES

MEGA DRIVE + FREE GAME	£159.00
LYNX	£ 89.00
GAMEBOY	£ 69.99
SUPER FAMICOM	£P.O.A.
MASTER SYSTEM	£P.O.A.

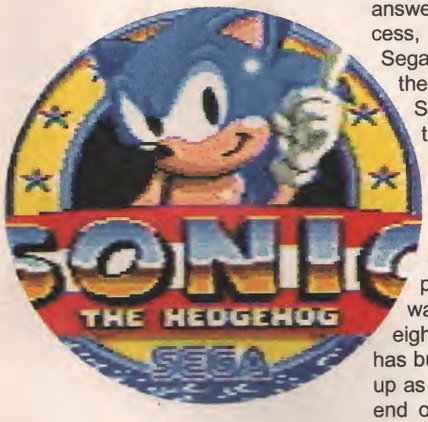
PRICE INCLUDES VAT BUT PLEASE ADD £5.00 p&p PER CONSOLE.

0634 831870 FAX 0634 831971 24 HRS

SEGA CITY

Who the hell does Sonic the Hedgehog think he is?

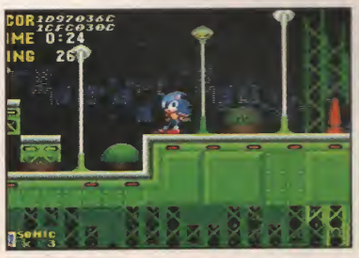
The hype surrounding *Sonic the Hedgehog* is quite remarkable. No-one seems to care that he looks more like Felix the Cat than a small, prickly thing you run over with your car. But when you consider that this is Sega's answer to the decades of *Mario* success, you start to realise how much Sega are staking on this little fella. If the whole world hasn't heard of Sonic by the end of the year, then it won't be from lack of trying on Sega's part.

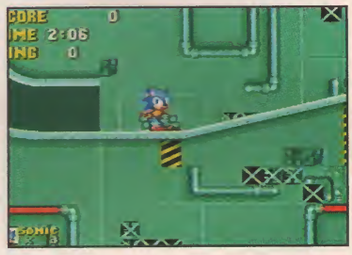


The arcade adventure revolves around a blue-rinsed hedgehog, inexplicably called Sonic, who wears a dapper pair of red slippers. As the hog walks, runs and jumps along the eight-way scrolling play area, he has but one aim on his mind: to pick up as many rings as possible. At the end of each of the massive levels, the rings are then exchanged for points. And points a happy hedgehog do make.

The rings are scattered around the levels at points seemingly just out of reach to Sonic. It is here that the game's main element of playability comes into its own. Sonic is subject to inertia and gravity like the rest of us. Using long run-ups, slopes and ramps, it is possible for you to build up speed and jump to unbelievable heights in the search of the elusive rings.

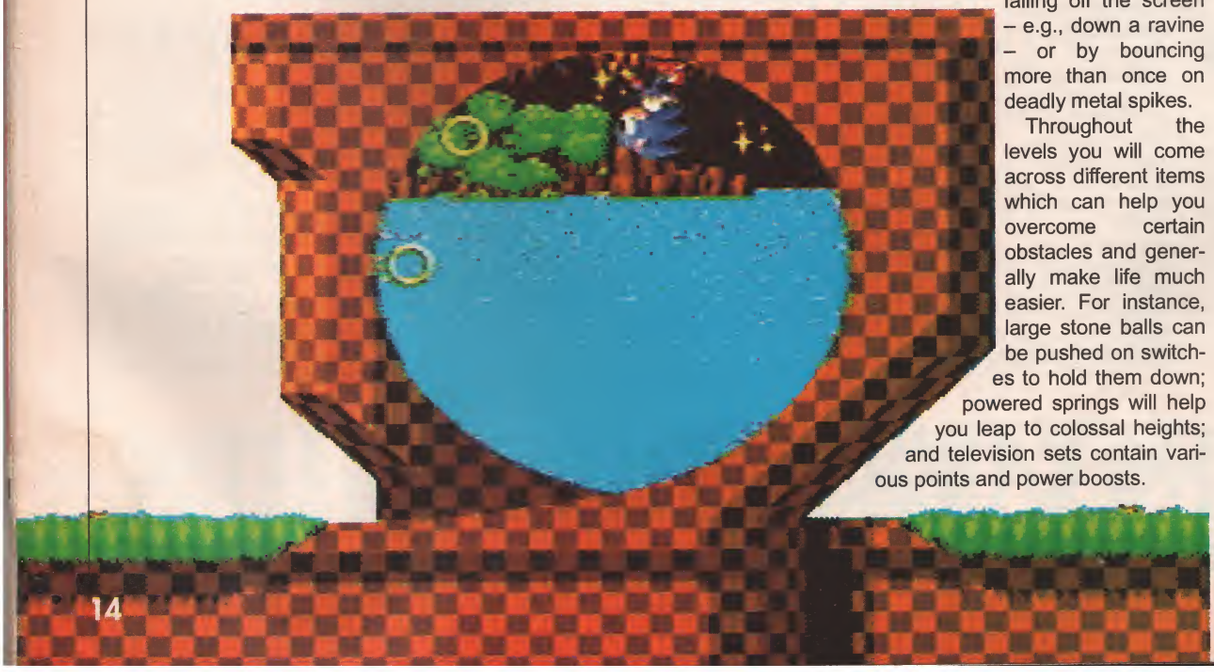
The only weapon Sonic has at his disposal are the spikes of his haircut. But these can only be used efficiently while Sonic is spinning through the air. If any of the rodents or other wildlife manage to touch Sonic, they will send all his rings to the four winds. However, the rings will all remain about the screen for around five seconds, giving you a chance to retrieve a few, but never all, of them.





Bumping into the creatures won't ever kill you though – losing all your rings is bad enough. The only way you will actually die is by either falling off the screen – e.g., down a ravine – or by bouncing more than once on deadly metal spikes.

Throughout the levels you will come across different items which can help you overcome certain obstacles and generally make life much easier. For instance, large stone balls can be pushed on switches to hold them down; powered springs will help you leap to colossal heights; and television sets contain various points and power boosts.



Every level is made up of three stages, each of which has a strange being which must be overcome at the end. Like that other great Sega arcade adventure, *Mickey Mouse*, each level has its own graphical theme. The demo cart that I received started in Green Hill, then progressed to Marble World and finished up in Star City. But I would hope that the finished 8Mb cart will have a few more levels in it.

This game is probably going to be heralded as the best game yet on the Mega Drive, which it surely is. If *Sonic the Hedgehog* doesn't become the first Sega game to get to the top of the charts (*Mickey Mouse* managed to get to number two!), then I'll eat my Power Stick.

The many faces of Sega's soon-to-be-released Sonic the Hedgehog. The game's destined to be an instant blockbuster with its vast range of levels, humour, astounding audio visuals and compeling gameplay. Move over Mario, move over Alex Kidd... there's a new guy in town.

But the big question is, will it sell more than *Super Mario Bros 3*, also released in September?

● Regular Newsround watchers will know all about the exploits of a certain Daniel Curley in the European final of the Sega Challenge. Having won the British event, he was duly whisked off to Nice, France, for a Grand Prix weekend to watch the race in Monte Carlo. All he had to do was prove how brilliant he was at

Sega games in front of a few judges to win the most important prize of his life: the flight home. Now Daniel gets a chance to compete in the world finals, collecting together the best Sega gamers from USA, Europe and Japan. Congratulations go to Daniel for getting this far, but the real challenge is yet to come...

● Some exclusive news from the land of Millennium this month. *RoboCod* (see preview on page 6) has been signed up for the Mega Drive and is to be developed in conjunction with the 16-bit versions at Vectordean. The conversion of *James Pond* was done in record time after a last-minute signing, and as such Millennium had little time to tweak the game for the Sega's extra capabilities. The Mega Drive version is also too easy for Sega gamers (we're a tough bunch!), so Chris Sorrell promises *RoboCod* will present much more of a challenge.

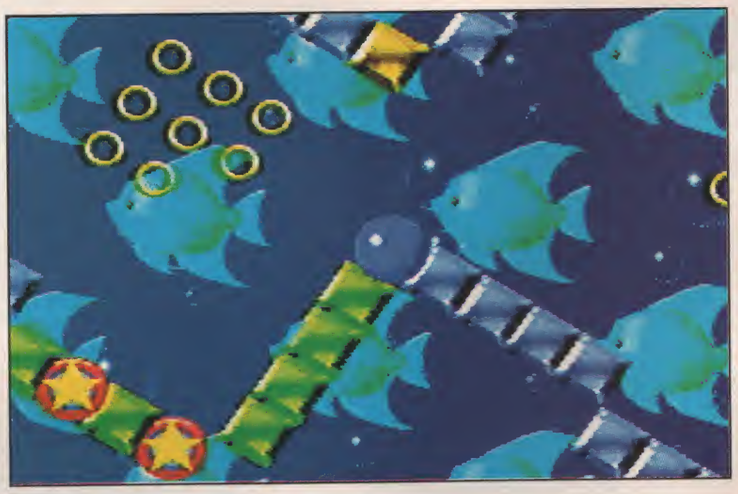
● *John Madden American Football* fans include England's representatives in the American Football World League, the London Monarchs. The Monarchs regularly attract a 50,000 crowd at Wembley, and are great fans of the Mega Drive game.

● Staying with the Game Gear, if the white version (Big In Japan, issue nine) is a success then it is very possible that Sega will release at least three other colours.

● Look out for *Zero Wing* when it arrives shortly on import for the Mega Drive. If the early shots are anything to go by then there should be some pretty mean power-ups and huge bosses. Look out for a full review in a forthcoming RAZE.

● By the time you read this, the Game Gear, exclusively featured in issue seven, will have been released at the princely sum of £99.99. No game will be bundled with it, although *Columns, G-Loc, Super Wonder Boy, Super Monaco GP, Dragon Crystal, Psychic World* and *Mickey Mouse* will all be released to coincide with the hardware launch. Cart prices should be around £25.

● Official releases this month include *Fidelity Chess* and *Wrestleball* on the Mega Drive and *Forgotten Worlds* on the Master System. Spinning a few webs on both systems this month is *Spider-Man.*



● Do you remember the Sega AS-1 racing unit that was previewed by Suzy Uki a couple of months back? Well it was launched last month at the '91 Amusement Machine Operators' Union Show in Japan. If you remember, the AS-1 features a futuristic eight-seater cabin that takes its passengers on wild rides of fancy and adventure through the simulations on its TV screen. This latest hydraulic monster is said to have stolen the R-360's thunder, but after appearing on Tomorrow's World, what street-cred did the R-360 have left anyway?

SEGA SOLUTIONS

SPACE INVADERS '90
Mega Drive

From the title screen, press A, C and START. When the screen turns black, press B, A, C. You will now be able to start on any stage you like.

WONDER BOY III: THE DRAGON'S TRAP
Master System

Enter the following password to gain all the legendary weapons: 9JC5 YHK XN4U HT2. To get infinite thunderflashes, fireballs, arrows and whirlwinds enter: WE5T ONE 0000 000.

SUPER MONACO GP
Mega Drive

For a rather gruesome effect, make sure that your car is among the first three across the line in wet conditions. As you cross, hold down A, B, and C. On the winner's rostrum your driver will now remove his head.

DARWIN 4081
Mega Drive

Select sound test on the options screen and choose number 32. Then press any button x number of times, where x is the stage number you want to reach plus one.

SECRET COMMANDO
Master System

After dying sometime beyond level 3, both players (it works in two-player mode only) should hold down both buttons and continually press LEFT and RIGHT. You will eventually summon a continue option. Then press PAUSE and bathe your thumbs for 15 minutes in a solution of salt water and vinegar. You will now be in a fit state to use the controller again.

RINGSIDE ANGEL
Mega Drive

To fight against yourself (you'll probably still lose) in two-player battle mode, choose Cuty Suzuki and then hold down A whilst pressing START.

All tips courtesy of
The Complete Sega Solution

STEP INTO THE FUTURE WITH

ELECTRO GAMES

Access VISA

THE SPECIALISTS IN CONSOLES & GAMES

TEL: 081 530 8246 Open 7 days/week 10 am - 7 pm FAX: 081 518 8929

RETAIL SHOP MAIL ORDER WELCOME

SEGA MEGADRIVE

PAL MEGADRIVE	130.00
PAL INC GAME	150.00
SCART INC GAME	150.00
UK/JAPANESE CONVERTOR	15.00

GAMEBOY

GAMEBOY DELUXE UK/JAP/CART COMPATIBLE	69.95
LIGHTBOY	20.00

FAMICOM

SUPER FAMICOM + 2 GAMES	300.00
F ZERO	45.00
FINAL FIGHT	45.00
SIM CITY	45.00
MARIO BROTHERS	45.00
ACT RAISER	45.00
PILOT RAISER	45.00
HOLE IN ONE	45.00
BIG RUN	45.00
DARIUS TWIN	50.00
UN SQUADRON	CALL
ULTRA MAN	45.00
3D GOLF	50.00
BASEBALL	49.00

MANY OTHER FAVOURITES & NEW RELEASES AVAILABLE. RING FOR DETAILS.

MEGADRIVE GAMES

JOHN MADDENS FOOTBALL	35.00
BONANZA BROS	35.00
WORLD CUP SOCCER	33.00
GHOULS & GHOSTS	38.00
ZERO WING	37.00
GOLDEN AXE	33.00
THUNDERFORCE III	33.00
SUPER MONACO GP	37.95
BATMAN	34.95
STRIDER (8M)	33.00
HELLFIRE	33.95
ESWAT CYBER POLICE	30.00
SONIC THE HEDGEHOG	CALL
WRESTLE WAR	CALL
DICK TRACEY	33.00
FIR4E MUSTANG	37.00
SHADOW DANCER	30.00
ATOMIC ROBOKID + CRACKDOWN	40.00
KA GEKI	33.00
SUPER AIRWOLF	33.00
DARIUS II (8M)	36.00
WONDERBOY III	33.00
RINGSIDE ANGEL	30.00
MIDNIGHT RESISTANCE	33.00
ALIEN STORM	CALL
STREET SMART	CALL
PGA TOUR GOLF	38.00
CELTICS vs LAKERS	35.00
BIMINI RUN	37.00

GAMEBOY GAMES

BATMAN	25.00
MICKEY MOUSE II	25.00
NINJA TURTLES	25.00
GHOSTBUSTERS 2	25.00
SNOW BROS	25.00
FINAL FANTASY LEGEND	25.00
BOY & HIS BLOB 2	25.00
SKATE OR DIE	25.00
BUGS BUNNY II	26.00
MEGAMAN II	JULY
HUNT FOR RED OCTOBER	25.00
DUCK TALES	25.00
CHASE HQ	25.00
FISH DUDE	25.00
WWF	25.00
R TYPE	25.00
BATTLE BULL	20.00

GAME GEAR & GAMES

GAME GEAR + 2 GAMES	150.00
BASEBALL STADIUM	25.00
MICKEY MOUSE	25.00
GOLF	25.00
SUPER SHINOBI	25.00
HEAD BUSTER	25.00
MICKEY MOUSE	25.00
MAPPY	25.00
POP BREAKER	25.00

ALL MACHINES CARRY ONE YEAR GUARATEE

TRADE TO UK AND EUROPEAN COUNTRIES

C/CARD NO □□□□□□□□□□□□□□□□

NAME .....

ADDRESS .....

.....

.....

.....

.....

TEL .....

EXP DATE .....

SIGNATURE .....

★ EXCELLENT SERVICE ★
★★ FAST DELIVERY ★★

Please send coupon to:

ELECTRO GAMES
2 OVERTON DRIVE
WANSTEAD
LONDON
E11 2NJ

GAME/MACHINE	PRICE
CARRIAGE: £1 GAMES £4 CONSOLES	
TOTAL £	

CHEQUE □ ACCESS/VISA □
POSTAL ORDERS □

Quickjoy

Joysticks

EUROPE'S TOP SELLING RANGE

SV.120 JUNIOR STICK
Twin Fire Buttons.
Hand Held.
£5·95

SV. 401-SG Fighter
For Sega
6 Microswitches
Autofire
L.E.D. Function
Indicators.
£14·95

SV.125-SUPERBOARD
10 Microswitches.
Digital Stopwatch.
Autofire.
£17·95

SV.126-JETFIGHTER
6 Microswitches.
New Pilot Grip.
Autofire.
£13·95

SV.127-TOP STAR
Steel Shaft
Microswitches.
Autofire.
£23·95

SV.124-TURBO
6 Microswitches.
Autofire.
£8·95

SV.128-MEGABOARD
8 Microswitches.
Stopwatch &
Countdown Timer
Autofire.
£24·95

SV.119-JUNIOR
Twin Fire Buttons.
£4·95

II PILOT
£6·95
SV. 122

SUPERCHARGER
£9·95
SV.123

M6 IBM PACK
£29·95
SV. 202/3

M5 FOR IBM PC.
£17·95
SV. 201

QUICKJOY JOYSTICKS. Leading in design, technology and choice.
Check out the range and features. Buy with confidence.

*Now available from Selected Branches of....

SOFTWARE link · WH SMITH · John Menzies · BOOTS · Virgin · Selfridges · Hamleys · Software PLUS

*Subject to Availability

.... and all good computer dealers.

SPECTRAVIDEO

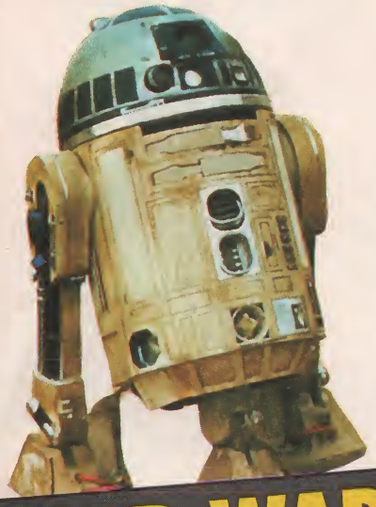
Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU England.
Telephone: 081·900 0024 Facimile: 081·903 6625

narly NINTENDO

If you want some unreal tips, awesome previews, rad reviews and narly news, you've come to the right place

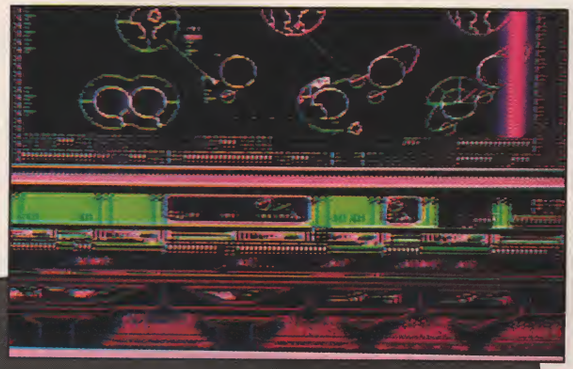
Howdy dudes. How's it hanging? Pretty well if Nintendo UK are anything to go by. The more you speak to them, the more they seem to enthuse over the rapidly expanding NES market and how the Game Boy is currently Europe's favourite portable console. But enough extolling the virtues of Nintendo's massive marketing success in the UK this year, on with the show.

First of all, an apology. Due to our over indulgence in tips last issue, we completely forgot to put the charts in. Also, a few stonkin' previews suffered at the hands of the tips department. Hopefully, this issue's packed column will make up for it.



● The Super Famicom is to be released in the United States this month, probably under the name Super NES. The whole unit will, like the original Famicom was, be totally redesigned. Rumours seem to suggest that it will be a front loader and be totally incompatible with Japanese SF games. Sounds familiar.

● Game Boy owners are still suffering a bit from the lack of official releases, so overseas imports are becoming more and more popular. Here are a few to get you saving: *Jungle Wars* (Pony Canyon), RPG; *Aretha II* (Yanoman), RPG; *Daruman* (Banpresto), puzzler; *Little Master* (Tokumashoten), RPG from the same folks that converted SF *Sim City*; *Popeye 2* (Sigma), arcade platform; *GARMS* (Bandai), another in the *SD Gundam* series; *F-1 Hero GB* (Hudson Soft), four-player racing; and *TMHT 2* which is basically a beat-'em-up with massive sprites viewed side-on.



Star Wars on the NES: superb.

STAR WARS

NES

PREVIEW

Okay, you all know the story by now. You should also be aware of the arcade and home computer versions by Tengen/Atari Games. But forget all that. It just pales into insignificance when you see what Lucasfilm have done with Star Wars. We haven't actually played the imminent NES version, but judging by the plethora of information in front of us, and the startling pictures accompanying it, this game is going to be huge!

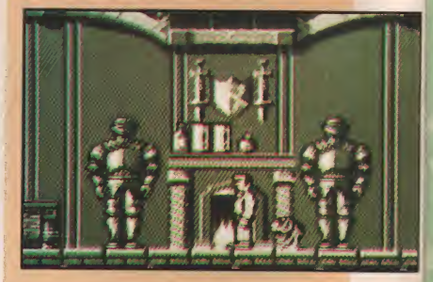
The game follows the whole plot of the film by showing loads of story-telling screens. The three main stages comprise a first-person 3-D flight through an asteroid field, a top-down view as you navigate the landspeeder through the desert, and a sideways scrolling section as you explore the insides of the Death Star. All the primary characters are featured - Luke, Han Solo and Princess Leia – along with a bit of help from the two robots and Obi-Wan Kenobi. If the game lives up to the claims in the press release – "[The] most compelling first-person, 3-D flying and fighting sequences ever developed for the NES", then us NES owners should be in for a treat.

TALOS

GAME BOY

PREVIEW

This original game comes from British developers Motive Time. The graphics are incredibly detailed and feature a special anti-blurr technique which eliminates any graphic break-up while scrolling the screen. It's an arcade adventure that takes place in the 250 rooms of a medieval castle. You must help a "person" called Frankie find all the "parts" of his girlfriend Bitsy and put her back together. Sounds fun, but you'll have to wait till Christmas to see it.



Help Frankie find Bitsy in the first original game from British developers Motive Time.

NORTH AND SOUTH

NES

PREVIEW

This conversion of the classic computer game will be the first French NES development to see an airing in the UK market. This version has already been out in Japan and the US for a while, and we should get it in August (£34.95).

● If you've just bought a Super Famicom – and judging by the people that phoned in to complain about Shintaro's incorrect *Final Fight* cheat, a lot of you have – then you'll be wondering about what game to buy next. Take a look at this list to whet your appetite: *Super Professional Baseball* (Jaleco), *Light Earth* (Hudson), *Ganba League* (Sony Music Entertainment), *Alien Crush* (Naxat), *Joe & Mac* (Data East) and *Pro Soccer* (Imagineer).

DR MARIO

It appears that Princess Daisy has been playing around in Mario's lab, and accidentally smashed a jar containing highly-reproductive germs. Before Mario could rectify the situation, the germs had spread throughout the whole of his basement. Starting in the furthest (and least infected) room from the lab, you must help Mario clear up the mess.

A room is represented by a screen with little germ blocks in it. As Mario drops vitamins from the top of the screen, you must position them so that germs and vitamins form a line of four of the same colour. This is all very much in the same style as *Tetris*, but harder because the blocks are suspended, so you should try to build from above, beside and below the offending germs to make them disappear.

The style of game differs from all of Mario's other escapades, but the playability remains intact. Both versions feature a two-player option: the hand-held version uses two Boys, while the NES splits the screen down the middle. Either way, it's damn addictive and worth every penny.

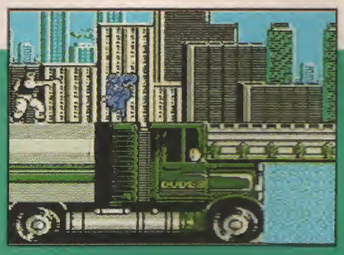
GAME BOY **92%**
NES **90%**

BAD DUDES

Yo, man, the Bad Dudes are here! Say hello to Blade and Striker, two of the toughest guys around. Just as well they're on *your* side. These martial arts experts have been hired by the US Government for a special mission.

The President is missing. He has been kidnapped by a street gang known as the Dragon Ninjas. These ruthless low-lives are holding the country to ransom in the hope that they can increase their power and become the underworld kings of New York. But the Bad Dudes aren't going to let that happen. So off they go into the Bronx to kick some ass and find the President.

It's a pity that Nintendo have only just decided to release this over here. The game is very old now, and it shows because of its lack of challenging content. The inclusion of a continue option is pretty pointless as the game is so easy; you'll get past the first couple of stages on your initial go. Take my advice and wait for *TMHT 2*; the same sort of game, but done in a much more presentable and challenging manner.



NES **67%**

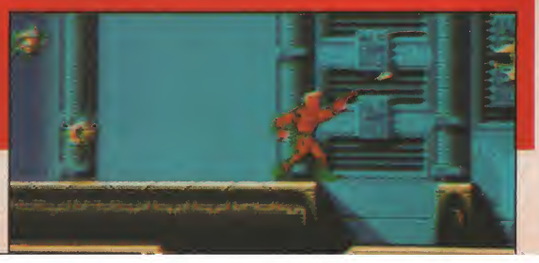
SPACE ACE

NES

PREVIEW

Everybody knows the frustration of the Americans and Japs getting all the great games before we do. But we have come to accept it because they are programmed so far away. But when a game is programmed in the UK, it's hard to understand what is going on. Motive Time, who are based in Walsall, have already stormed America with their Game Boy and NES versions of *Dragon's Lair* (coming to us in September), and just to rub it in they've send me pictures of their next release, *Space Ace*.

This is nothing like the computer versions, and looks like it'll play miles better. Goodness only knows when it'll be officially released here! (We feel a visit to Walsall coming on. Anyone want to join us?)



BODACIOUS TIPS

GRADIUS III
Super Famicom

Two tips for this terrific shoot-'em-up. *Gary Young* from Erith, Kent, supplies the first cheat. Start the game and press START to pause. Now press UP, UP, DOWN, DOWN, PAD LEFT, PAD RIGHT, PAD LEFT, PAD RIGHT, B, A, START. This should give you quite a surprise. Now do the same but use the LEFT and RIGHT buttons on top instead of the pad ones. This should get you all the weapons.

BIG RUN
Super Famicom

***Gary Young* also informs us that if you press START on the title screen of this rally extravaganza, you will reveal a hidden options menu.**

GREMLINS 2
NES

After codes for the early levels last issue, here come *Lee* and *Laura Houghton* from Worcester with the rest.

Level 4-1: SHMC
Level 4-2: VLBB
Level 5-1: NXRD

MICKEY MOUSE 2
Game Boy

Codes for the original game were printed in issue seven. But the sequel is even better, so try these codes for it. Many thanks to *Nick Bacchus* of Bognor Regis.

```
1) TIME  11) DATE 21) SONG
2) TEST  12) ZOOM 22) TYRE
3) GAME  13) DISK 23) LOVE
4) SHIP  14) GOLD 24) NOTE
5) RACE  15) ZERO 25) JAZZ
6) WORD  16) FIRE 26) HELP
7) SHOP  17) ROOT 27) KING
8) SIZE  18) READ 28) GIFT
9) QUIZ  19) TAPE
10) DOLL 20) UNIT
```

SUPER MARIO BROS 2
NES

***Banomi Shakarho* from London E8 reveals this secret warp. On World 1-3, go right to where the last potion is. Pick it up and take it to the end of the level, past the door, and throw it on the vase. Go into the door then down the vase and you will warp to World 4.**

Next month, we'll be printing all the tips I can find on the Super Famicom's *Super Mario World*. If you have any advice, send it in to *Nerly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH*. Carts galore for the best. Later dudes...

Jtari Jltack!

Who's first every month with the latest explosive Lynx reviews? Where else can you get exclusive previews of all the latest Lynx happenings? What other source provides you with the most up-to-date game busting tricks and tactics? You got it! No-one, no-way, no-how!

MISSING LYNX

● *Barbarian Bodyguard*, an Atari original, is a game that will set hack and slay fans swinging when it appears late this year or early next. Not much is known about the game, but it's rumoured to be hot.

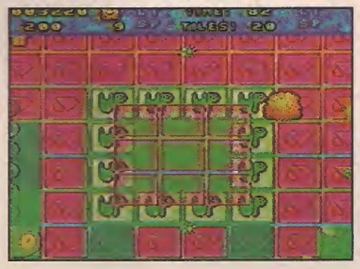
● Excellent news for fans of the Williams' coin-op, *Robotron.* The game's due for release on the Lynx in the next few months. Developers Shadowsoft reckon the many levels are identical to the arcade version and the sound has been digitised directly from the coin-op. Three control modes are available: you can fire in the direction you move, you can rotate your shots with button B and toggle firing with button A, and finally you can use OPTION 1 to toggle firing while button A rotates your shots one way and B rotates your shots the other.

● According to sources at Atari US, Color Dream's have written something called *Crystal Mines 2* which is due imminently. Funny how Atari UK know nothing about it...

● French software house Loriciel is another in the long line of developers currently working on a Lynx project. A Lynx version of *Skweek,* called *Superskweek,* is purported to be on the cards. There will be 255 levels of arcade action in which you must paint tiles, rescue imprisoned skweekettes and kill monsters.

● As you know Tengen has licensed a lot of games to Atari, and word is you could be seeing titles like *Ramparts, Skull and Crossbones, Badlands, RBI 2, Thunderjaws* and *Pit Fighter* on a Lynx near you. At present only *Pit Fighter* is a confirmed Lynx release.

● US-based Knight Technologies are working on an original Lynx game called *Dirty Larry*... and that's all we know!



TOP SCORE

Think you've got what it takes to be number one? Well see how you fare against the best of the best. Send your name and high score for any Lynx game to Top Score, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. The highest of the high will be printed each month. And to kick off we have...

CALIFORNIA GAMES
BMX
1388 Jon Fieldhouse, Kent
Surfing
9600 Glen Savory, West Midlands
Half Pipe
29870 Jon Fieldhouse, Kent
Foot Bag
66130 Matt Rains, Australia
ELECTROCOP
199635 Jon Fieldhouse, Kent
RAMPAGE
2352300 Daniel Tooman, Bedfordshire
RYGAR
1102010 M Smith, Liverpool

CAP A CAP!

SIX LYNX SUN HATS TO GO!

Here's your chance to sport the latest in designer Lynx leisure wear courtesy of Atari (knickers and false teeth up for grabs next month!). The tasteful white hat features the Lynx logo emblazoned on its front. A collector's item you'll agree. To get your head into one of these much sought after hats simply match the wearer of the hat to the name of the RAZE raver you think it belongs to. The people in question are Julian Boardman and Les Ellis. If you think the person in picture A is Les Ellis, write Les Ellis as your answer to question A. Continue this procedure until you've got answers to all three questions. Send your completed entry on a postcard or stuck down envelope to Hat-trick, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. The first six entries out of the box win.

ATARI LYNX IN GAZZA SUNSATION

Sun readers will doubtless have noticed the front page of the newspaper on Friday May 24th (and the back page on Saturday May 25th) when it ran the story of how a hand-held Lynx console was hospitalised after making a vicious tackle on football star Gazza in the game World Class Soccer... or was that Gazza hospitalised after foolishly fouling Gary Charles. Inside, readers were informed that "pretty Louise Powell [Atari PR person], 24, delivered an Atari computer game for laid-up Gazza – and ended up chatting in bed with him for another 90 minutes."

TEN UNESSENTIAL THINGS YOU PROBABLY NEVER WANTED TO KNOW ABOUT YOUR LYNX

● You doubtless know that the Lynx has a 4096 colour palette and can display 16 colours onscreen. It can do better than that and display 16 colours on every horizontal line. Hence, 1632 colours can be viewed onscreen simultaneously. Unfortunately this dodge slows the Lynx considerably making the mode unsuitable for high speed games.

● Total memory taken up by the Lynx's screen is 8160 bytes (just under 8K).

● The Lynx's LCD screen is 160 triads wide by 102 lines high. Each triad consists of one red, one green and one blue LCD element. In short, one triad equates to one pixel. Certain ambitious experiments have made it possible to light up a single element in the triad thus producing high resolutions of 480 by 102.

● At the heart of the Lynx are two custom chips called Mikey and Suzy. Mikey incorporates the 65C02 processor, sound system, video drivers and ComLynx support. Suzy, meanwhile, is a high speed blitter (block transfer chip) and maths coprocessor.

● Suzy can scale sprites from 1/256th of the defined size right up to 256 times the defined size. For instance, a sprite that's a mere two pixels high by two pixels wide, could be expanded to 512 by 512 – many times larger than screen size!

● It's possible for Suzy and the 65C02 processor to work simultaneously. With careful, clever programming parallel processing is possible!

● Despite what you might have heard, the existing Lynx does not have stereo output. That's only because Atari wanted to save a few pennies in production. The Lynx does, however, have the capability with full stereo pan controls buried in the hardware.

● Lynx carts presently hold up to 256K of information. Paltry really. Bigger and better things are possible at a price, including carts with save features. A cartridge with a save game option (that is, built in RAM) would cost at least £50.

● The ComLynx – called RedEye by Atari developers – is simply a bidirectional serial communication channel. It can send and receive data at various speeds from 300.5 baud to 62.5 Kbaud (around 7K a second).

● There are only nine unessential things you probably never wanted to know about your Lynx.

LYNX HACK SHACK

The gratitude of every home throughout the world, except in the abodes of the guilty, goes out to those who, undaunted by the odds, unwearied by their constant challenge and mortal danger, are winning with their prowess and devotion. Never in the field of Lynx game hacking have so many tips been offered by so many to so few. There's still hope for the few and the possibility of a fabulous new cart if their efforts are used. Send all game busting ploys to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire, BA14 8LH.

RAMPAGE

That Adrion MacHeriot chappie from downtown Trowbridge has been extremely busy this month as he's uncovered yet another deft dodge. This time a level select option for the great monster masher. When on the monster selection screen, press PAUSE. Unpause the game, make your selection and then hold down OPTION 1 when you get to the newspaper screen. By moving the joypad LEFT and RIGHT while holding OPTION 1 you can get to any of the 61 levels. Incidentally, recalls, Daniel Tooman of Bedfordshire, the 61st level takes place in Sunnyvale – home of Atari!

ROADBLASTERS

Start on the first level, hold down button B and drive along the left hard shoulder of the road. Keep B pressed and eventually you'll hit a tree. You'll get to see a picture of one of the programmers; by pressing OPTION 1 you can choose the start level. On making your selection and pressing button A to continue, you will complete the first level and only then start on your selected stage. Hitting the tree growing on the right shoulder of the road will reveal a picture of the co-programmer. Thank Adrion MacHeriot of Trowbridge for that lot

SHANGHAI

Adrion MacHeriot from Trowbridge reckons you can see the victory screen in this mah-jongg clone by entering the high score table during a game, pressing the PAUSE button and then holding down OPTION 1, OPTION 2, button A, button B and the UP and RIGHT diagonal simultaneously.

ZARLOR MERCENARY

Buried deep in the darkest recesses of this tremendous shoot-'em-up is, says Adrion MacHeriot of Trowbridge, a hidden *Life* simulation. To access it, get to the character selection screen before the start of the game, hold OPTION 1 while moving the joypad as follows: UP, DOWN, LEFT, RIGHT and UP. The screen will read 'LIFE' and a lifeform known as a glider will move across the screen. Eventually the glider will collide with the cells forming the word 'LIFE' and cause a chain reaction that destroys the title screen. Before the title screen is destroyed you may try the following:

● Moving the joypad or pressing either OPTION 1, OPTION 2 or PAUSE will halt whatever's happening onscreen.

● Pressing OPTION 1 to continue the evolution puts *Life* into wrap around mode. Basically, cells that reach the edge of the screen will automatically wrap around to the opposite side.

● Tapping OPTION 2 to continue causes cells to hit an imaginary brick wall when they reach any of the screen's edges.

● Pressing either button A or B gets you to *Life*'s drawing mode. You can tell when the drawing mode is active as you will be able to control a set of green crosshairs via the joypad.

Drawing mode offers the following controls:

● Moving the joypad while holding button A allows you to draw.

● Moving the joypad while holding button B lets you erase.

● Pressing either OPTION 1 or OPTION 2 will allow your lifeform to evolve.

● Holding down the reset buttons (OPTION 1 and PAUSE) will clear the screen completely.

● Pressing PAUSE and button A together will get you to copy mode. You can tell you are in this mode by the word 'COPY' below and to the right of the green crosshairs.

● Pressing PAUSE and button B simultaneously will get you to paste/erase mode.

Copy mode features the following commands:

● Pressing OPTION 1 or OPTION 2 will return you to the drawing mode.

● Holding down PAUSE and pressing either OPTION 1 or OPTION 2 will evolve your lifeform frame by frame. The option button pressed determines whether screen wrap is on or off.

● Pressing button A sets one corner coordinate of a box you can draw. Pressing button A again sets the other corner coordinate of the box. Anything inside the box is sent to the copy buffer. On completing the box you will be sent to paste/erase mode.

● Holding PAUSE and button A at the same time takes you to the lifeform library. Here you'll find a collection of shapes to evolve. On selecting a lifeform or collection of lifeforms, you will be in paste/erase mode.

● By pressing PAUSE and button B you will be sent directly to paste/erase mode. Whatever was last placed in the copy buffer will be used.

Paste/erase mode offers the following:

● Pressing either OPTION 1 or OPTION 2 will return you to drawing mode.

● By hitting button A you can paste the contents of the copy buffer.

● Tapping button B erases the contents of the copy buffer.

● Holding PAUSE and pressing button B will flip the contents of the copy buffer any of eight possible ways.

● Pressing the restart buttons (OPTION 1 and PAUSE) will clear the screen.

● Pressing PAUSE and button A simultaneously puts you in copy mode.

ARE YOU GOING TO HAVE PROBLEMS GETTING THE FIRST ISSUE OF

IT'S NO GOOD JUST BARGIN' INTO YOUR NEWSAGENTS AND THREATENING TO KICK HIS HEAD IN IF HE'S SOLD OUT!
WHY NOT ASK HIM TO ORDER YOU A COPY...
IT'S CALLED 'ACNE' - IT'S BRITAINS FIRST ALTERNATIVE KIDS COMIC, AND IT'S NOT FOR SALE TO ADULTS OR BORING OLD FARTS!! - ON SALE JULY 26TH!

DON'T MISS IT!

preview INDEX

GO TO WAR!

CENTURION...38

Playing a lowly officer you must make it through the ranks to become a mighty Cæser in the Roman empire.

CONSOLES

ATARI LYNX	Ninja Gaiden	54
GAME BOY	Bubble Ghost	59
	Fastest Lap	59
MASTER SYSTEM	Ghouls 'n' Ghosts	47
	Pac-Mania	27
	Psychic World	46
MEGA DRIVE	Arrow Flash	50
	Bonanza Bros	61
	Centurion	38
	Crack Down	51
	Ka-Ge-Ki	61
NES	Dr Mario	18
	Bad Dudes	18
PC ENGINE	Adventure Island	60
SUPER FAMICOM	Augusta National Golf	58

16-BIT COMPUTERS

AMIGA	Beast Busters	53
	Centurion	38
	Cougar Force	30
	Hero Quest	32
	Hunter	40
	Hydra	34
	Logical	28
	Lupo Alberto	42
	MERCS	44
	R-Type II	54
	Stormball	24
	Warzone	48
ATARI ST	Beast Busters	53
	Cougar Force	30
	Hero Quest	32
	Hunter	40
	Hydra	34
	Logical	28
	MERCS	44
	R-Type II	54
	Stormball	24
	Warzone	48
IBM PC	Hero Quest	32
	Logical	28

WARZONE...48

World peace is threatend by an unkown enemy force which has landed at strategic points around the globe...

MERCS...44

The president of the USA has been kidnapped by terrorists while visiting Africa. As a mercenary you take up the challenge.

RAVE

STORMBA

Julian "Hover" Boardman flies into the future

Bit of a rum one this: a future sport game that *isn't* mindlessly violent or too fast to keep up with. *Stormball* is a game for two-players, one of which can be computer-controlled. In a one-player game, you select an opponent and the computer chooses a pitch design, from 40, and off you go. On a simple level, the idea is this: each player is on a hoverboard and they must throw a ball so that it bounces over the maximum number tiles and bonuses in their opponent's half before the other player can get to it and stop the ball accruing points. The process is then repeated as the ball is returned over the point-giving squares.

Every now and then bonus tiles will appear, which can do things like stun your opponent or perhaps add to your total the scores of the tiles around it. Subsequently, it soon becomes apparent that just flinging the ball across the half-way mark is not going to be any good, it definitely pays to concentrate on the areas ripe with bonuses. The only problem is that these point-heavy areas normally have a tile which will wipe away any score that the ball has accumulated on the way around.

Money plays a big part in *Stormball*. You have to pay to play your selected opponent and at certain times in the one-player league a Cash icon will appear offering extra money. The best bit, though, is when you meet this very dodgy chap called Dexter who will allow you to bet on yourself. He gives the odds, you suggest a stake, and he tells you what you will win – if,

Catching the ball is not as difficult as you may think, all you have to do is be on the same tile at the same time, the glove does the rest. To throw the ball back, you hold down fire until you have reached the strength you want on the gauge. When the opponent throws the ball into your half, you have a certain amount of time, shown by the coloured time-out bar just above the scoreboard, to return it. As long as the bar is in the white, you can catch the ball and move all over your half, but once it enters the brown, you will only be able to spin to the left or the right, which could leave you in a tricky situation. If the time-out bar runs out, play is stopped and the service and 100 points go to your opponent.

Outside the stadium you have some choices to make: on the left is the icon to select if you feel you need a little practise. In the practice, you get to meet SIDD, a droid that can have his speed, strength and accuracy adjusted to whatever level suits you. Two-player games are always great fun, but even more so when you link up two machines through a null-modem cable in the serial ports (available at all good computer shops now). The icon on the far right gets you into the one-player league or Pro-Circuit. Here is where you get to play the hardened vets as you work your way up to the top. Most people, though, will be struggling by the time they get to their third opponent.

of course, you can win the match. (Dexter, however, is not dumb enough to allow you to bet against yourself.) All this money helps because the players at the top of the league can cost up to $1,000, compared to $10 at the bottom, and winnings alone will not cover this.

Playing through a league takes a lot of time so there is an option to save your character (a disk will take up to 40). You can then load up a saved character and either play *with* it or *against* it. More custom gameplay is available with the addition of a pitch editor for 40 areas. This allows you to set up any pitch design you like and put on it any number of bonuses or obstacles. In total, this can give you up to 80 pitches in memory at a time, but obviously if you have imagination enough to create more there is no reason why you shouldn't extend your creations over many disks.

Where *Stormball* comes into its own is the two-player game with two machines linked up. There is a split-screen option but linking up machines is far more preferable as each player gets a full screen area (and it plays a tad faster). Once you get familiar with the gameplay (which does take a while) and the deliberately slow, but unusual nonetheless, speed of your character, you realise that any other way would make it too fast to be playable.

Stormball is more about tactics than speed and offers a change from the usual "future sport" fare of frenzied joystick wrenching. But don't let that put you off, if anything it is a plus; it gives time to stimulate the brain cells as well as the wrist muscles to make a better all round game.

With its stadium atmosphere, created by high-quality audio and graphics, you get the impression you are taking part in a big event. The opponents make each game into an exhausting battle of wills against the computer, or a relationship-busting match with a friend. Either way it makes for one hell of a game.

The darkened alley to the rear of the stadium is where you'll find "Dodgy" Dexter and his book. He will give you odds for you winning the match and the opportunity to place as much or as little cash on yourself as you like.

ATARI ST MILLENNIUM/US GOLD £25.99 ● OUT NOW

IBM PC MILLENNIUM/US GOLD £30.99 ● OUT NOW

AMIGA

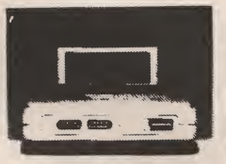
GRAPHICS **91%**
✓ Superb intro screens.
✓ Great stadium atmosphere.

SOUND **90%**
✓ Crystal clear speech synthesis.
✓ Numerous effects for bonus tiles.

PLAYABILITY **90%**
✓ Truly exhausting gameplay.
✓ Pitch editor leads to infinite variety.

MILLENNIUM/US GOLD £25.99 ● OUT NOW **90%**

DREAM MACHINES



PO BOX 34 HARTLEPOOL CLEVELAND TS 27 3YX **TEL (0429)231703/869459 FAX (0429) 869459**

SEGA MEGADRIVE

SEGA MEGADRIVE (SCART)	£99.95
SEGA MEGADRIVE (PAL)	£105.95
SEGA MEGADRIVE PAL/SCART + FREE MICKEY MOUSE	£119.95
CURSE	£15.95
D.J BOY	£16.95
E.S.W.A.T	£17.95
KLAX	£17.95
MEGA PANEL	£18.95
WONDERBOY III	£18.95
CRACKDOWN	£19.95
HELLFIRE	£19.95
DYNAMITE DUKE	£19.95
MICKEY MOUSE	£22.95
MAGICAL HAT	£22.95
MOONWALKER	£23.95
ATOMIC ROBOKID	£24.95
SHADOW DANCER	£25.95
PHANTASY STAR II	£25.95
PHANTASY STAR III	£26.95
GAINGROUND	£26.95
SOKOBAN	£26.95
THUNDERFORCE III	£27.45
SUPER SHINOBI	£28.95
SUPER HANG ON	£28.95
SUPER MONACO	£28.95
RAMBO III	£23.95
AFTERBURNER II	£28.95
COLUMNS	£28.95
ELEMENTAL MASTER	£23.95
HEAVY UNIT	£28.95
SUPER GOLF	£28.95
GAIRES	£28.95
GYNOUGH	£28.95
RINGSIDE ANGEL	£28.95
MONSTER HUNTER	£28.95
DICK TRACEY	£28.95
VOLFIED	£28.95
VERYTEX	£28.95
JOE MONTANA	£28.95
TEL TEL BASEBALL	£28.95
GOLDEN AXE	£28.95
DARWIN 4081	£28.95
TIGER HELI	£28.95
GRANADA X	£28.95
BATMAN	£29.95
DARIUS II	£29.95
KAGEKI	£29.95
BATTLE OF BAIVAGA	£29.95
NADIA	£31.95
ZERO WING	£31.95
JOHN MADDENS	£31.95
MIDNIGHT RESISTANCE	£32.95
STORM LORD	£32.95
LAKERS V CELTICS	£32.95
BUDOKAN	£32.95
POPULOUS	£32.95
VARIUS III	£33.95
SUPER AIRWOLF	£33.95
SHINING IN DARKNESS	£33.95
GHOULS N GHOSTS	£33.95
DINO LAND	£33.95
BLUE ALMANAC	£34.95
PACMANIA	T.B.A
POWER DRIFT	T.B.A
OUTRUN	T.B.A
SONIC HEDGEHOG	JULY
G. LOCK	AUG
STORMLORD	AUG

FAMICOM

FAMICOM (SCART)	£219
FAMICOM (PAL)	£229
FAMICOM (SCART) + 2 GAMES	£269
FAMICOM (PAL) + 2 GAMES	£279
BOMBUZAL	£29.95
GRADIUS III	£34.95
F-ZERO	£34.95
ACT RAZOR	£36.95
PILOT WINGS	£37.95
POPULOUS	£37.95
BIG RUN	£38.95
ULTRA MAN	£38.95
HOLE IN ONE	£39.95
SUPER MARIO WORLD	£39.95
FINAL FIGHT	£39.95
GREAT BATTLE	£39.95
DARIUS TWIN	£42.95
UN SQUADRON	T.B.A
R TYPE II	T.B.A
SUPER GHOULS & GHOSTS	T.B.A
SIM CITY	T.B.A

NEO GEO

NEO GEO	£299.95
RIDING HERO	£99.95
NAM 1975	£99.95
MAGICIAN LORD	£99.95
JOY JOY KID	£99.95
TOP PLAYERS GOLF	£99.95

PC ENGINE

PC ENGINE CORE	£119.95
PC ENGINE GT + ANY FREE GAME	£239.95

GAME GEAR

GAME GEAR	£99.95
GAME GEAR + 2 GAMES	£137.95
WONDERBOY	£19.95
COLUMNS	£19.95
DRAGON CRYSTAL	£19.95
DEVILISH	£19.95
G-LOCK	£19.95
MICKEY MOUSE	£19.95
DENGO	£19.95
POP BREAKER	£19.95
SUPER GOLF	£19.95
CHASE HQ	£22.95
SUPER MONACO	£22.95
PHYSHIC WORLD	£22.95
HEAD BUSTER	£22.95

GAME BOY

GREMLINS II	£21.95
F 1 RACE + 4 PLAYER	£25.95
BATMAN	£21.95
KLAX	£21.95

HARDWARE

MEGADRIVE JOYPADS	£12.95
TURBO + SLOW MOTION	£17.95
ARCADE POWERSTICK	£29.95
JAP ADAPTERS	£11.95
LIGHT BOY	£19.95
GAMELIGHT	£9.95
MAGNIFIER	£8.95
CARRY CASE	£13.95

ALL MACHINES HAVE A FULL 1 YEAR GUARANTEE.
£5 FOR MACHINES P&P £1 FOR GAMES £2 FOR HARDWARE
OFFICE HOURS MON-SAT 10AM - 7PM
SUN 10AM - 5PM
PLEASE MAKE ALL CHEQUES + PO'S PAYABLE TO "DREAM MACHINE"

ACCESS/VISA 24HR MEGALINE 0732 351220

MEGA MIX

ALL ITEMS SENT BY FIRST CLASS POST

(DEPT RAZE 6), ASHDEN WALK, TONBRIDGE, KENT. TN10 3RL

PRICE PROMISE!! WE WILL BEAT ANY PRICE IN THIS MAGAZINE THAT IS CHEAPER THAN OURS BY £1 PRICE PROMISE!!

EXCHANGE SERVICE

FOR MEGA DRIVE OWNERS
NEW FOR OLD ..... £10-£15
OLD FOR OLD ..... £3-£7
(Please phone for details on other makes)

NINTENDO GAMEBOY

NINTENDO GAMEBOY £64.95

ALL NINTENDO GAMEBOY GAMES, SAVE £10.00 OFF USUAL R.R.P., IN OUR LIMITED OFFER NOW ONLY £19.95 EACH

SUPER FAMICOM

NINTENDO SUPER FAMICOM £225.00
FAMICOM + ONE GAME £265.00
FAMICOM + TWO GAMES £285.00

ALL FAMICOM GAMES ONLY £42.

MEGADRIVE SPECIAL OFFERS

JAPANESE SPECIAL OFFERS

JAPANESE CONVERTOR	£13.95
A/V LEAD	£7.95
TURBO JOYPAD	£13.95
PRO 1 JOYSTICK	£19.95
STRIDER	£28.50

SEGA MEGADRIVE

PLUS ANY GAME UP TO £27.00
NOW ONLY £134.95

SEGA MEGADRIVE

PLUS ANY GAME UP TO £50.00
WORTH £240.00 NOW ONLY £149.95

MEGA MEGADRIVE OFFER

SEGA MEGADRIVE + SONIC THE HEDGEHOG + MICKEY MOUSE + JOYPAD + TURBO JOYPAD
WORTH £285.00 NOW ONLY £185.00

SEGA MEGADRIVE GAMES

Aero Blasters	£31.95	Ghouls 'n' Ghosts	£31.95	Space Harrier II	£31.50
Afterburner	£32.50	Golden Axe	£29.50	Speedball	£32.50
Alex Kid	£32.50	Granada	£29.95	Star Cruiser	£29.95
Altered Beast	£24.95	Gynoug	£34.50	Strider	£42.50
Altered Beast II	£26.95	Hard Drivin'	£29.95	Sub Attack	£39.95
Atomic Robokid	£29.95	Heavy Unit	£31.95	Super Airwolf	£32.95
Arnold Palmer Golf	£32.50	Herzog Zwei	£19.95	Super Baseball	£29.95
Batman	£32.50	James Pond	£39.95	Super Basketball	£26.95
Battle Golfer	£34.50	Joe Montana's Football	£34.95	Super Hang On	£27.50
Budokhan	£34.95	John Maddens Football	£34.95	Super Monaco GP	£32.95
Buster Douglas Boxing	£34.95	Kageki	£31.95	Super Shinobi	£32.50
Crackdown	£32.95	Lakers V Celtics	£34.95	Super ThunderBlade	£31.95
Dangerous Seed	£29.95	Last Battle	£32.95	Super Volleyball	£32.50
Darius 2	£32.50	Magical Hat	£32.50	Sword of Soudan	£34.50
Dick Tracey	£32.50	Midnight Resistance	£34.50	Sword of Vermillion	£44.95
D J Boy	£24.95	Mickey Mouse	£34.95	Techno Cop	£39.95
Dynamite Duke	£31.95	Moowalker	£29.95	Their Hell	£34.95
Elemental Master	£27.95	New Zealand Story	£26.95	Thunderforce III	£34.50
E-Swat	£26.95	PGA Golf Tour	£39.95	Twin Hawk	£31.95
Fantasy Soldier	£39.95	Phantasy Star 2	£44.95	Wonderboy in Monster Lair	£32.50
Final Blow	£32.50	Rambo III	£31.50	Volfied	£31.95
Forbidden City	£34.95	Ringside Angel	£34.95	Wonderboy III	£31.95
Forgotten Worlds	£32.50	Shadow Dancer	£34.95	World Cup Soccer	£24.95
Galaries	£34.95	Shining & Darkness	£31.95	Wrestle Ball	£31.50
Gain Ground	£26.95	Sonic the Hedgehog	£34.95	Wrestle War	£31.50
Ghostbusters	£24.95	Sorcerian	£29.50	Zany Golf	£34.50

MEGA HIRE SERVICE

MEGADRIVE GAMES ....£4.00 per week
GAMEBOY GAMES ..... £3.50 per week
FAMICOM GAMES .....£5.00 per week
(Please phone for details)

ATARI LYNX

ATARI LYNX £74.95

SAVE £5.00 OFF OUR USUALL PRICE OF £28.95 AND PAY ONLY £23.95 FOR ANY ATARI LYNX GAME. (ONLY WHILE STOCKS LAST)

SEGA GAMEGEAR £99.95

ALL GAMEGEAR GAMES , SAVE £5.00 NOW ONLY £23.95.

SUPER MON GP	BASEBALL	WONDERBOY
COLUMNS	ZAMGEAR	MAZE SYNDROME
PENGO	MICKEY MOUSE	G.G SHINOBI
G-LOC	DRAGON CRYSTAL	

MEGADRIVE MEGA OFFERS

SEGA MEGADRIVE OFFERS

LIMITED OFFER
ANY ONE OF THE NEW JAPANESE GAMES LISTED BELOW ONLY £24.00 EACH

ESWAT	SUPER BASKETBALL	MAGICAL HAT	
GHOSTBUSTERS	WONDERBOY 3	SHADOW DANCER	
MICKEY MOUSE	DARWIN 4081	FIST OF NORTH STAR	
CRACKDOWN	CURSE	KING OF THE SWORD 2	
WHIPRUSH	INSPECTOR X	HURRICANE	
HELLFIRE	CYBERBALL	XOR	
BURNING FORCE	ARROW FLASH	DYNAMITE DUKE	
DJ BOY	GAIN GROUND		

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT,MADE PAYABLE TO 'MEGA MIX' OR PLACE YOUR ORDER ON OUR CREDIT CARD HOTLINE 0732 351220.
OVERSEAS ORDERS ADD £5. ALL PRICE ABOVE INCLUDE VAT, POSTAGE & PACKING.

MEGAMIX SOFTWARE (DEPT RAZE 6) 46 ASHDEN WALK, TONBRIDGE, KENT,TN10 3RL

PAC-MANIA

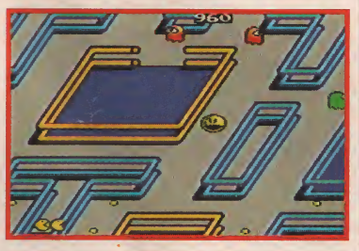
Intrepid muncher, Les Ellis gets his teeth into an old fave

He's back! Your little, yellow, power pill popping pal has returned to the screens in his most popular game, *Pac-Mania*. Of course computer owners have been enjoying the delights of *Pac-Mania* for nearly two years (thanks to the old Grandslam game), but now Master System owners can join in the fun with Tecmagik's first development on the console.

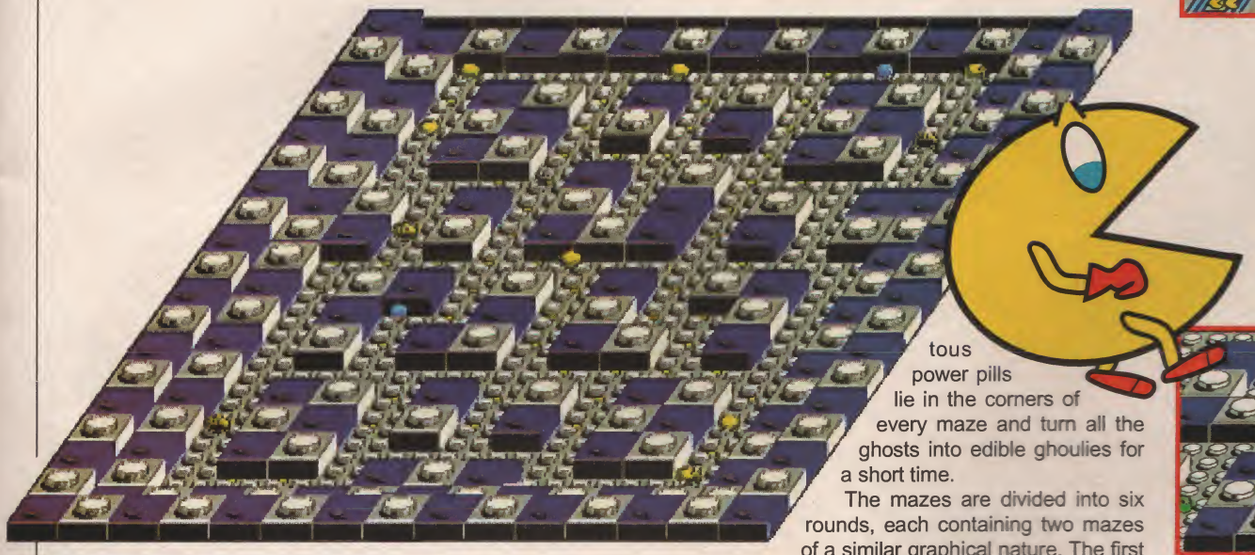
The basics are, er, basic. *Pac-Mania* takes the original *Pac-Man* and forces a 3-D perspective upon it. Of course, the graphics have been greatly enhanced and the number and types of levels increased, but the basic gameplay is practically the same. However, there's one important difference between this and the original Pac-game – in this one you can jump! Yes, that means no more "impossible" situations; the length of the game depends more on your skill than on the "cheating" computer. As always, you are chased around the maze by some bug-eyed ghosts. These unfriendly creatures will satisfy their hunger pangs by eating you if they get close. However, the ubiquitous power pills lie in the corners of every maze and turn all the ghosts into edible ghoulies for a short time.

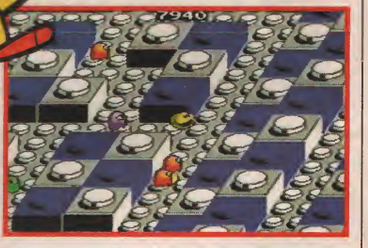
The mazes are divided into six rounds, each containing two mazes of a similar graphical nature. The first three are selectable directly from the start, whereas the other three have to be played through in order if you are to see them. The first screen also contains a special bonus level.

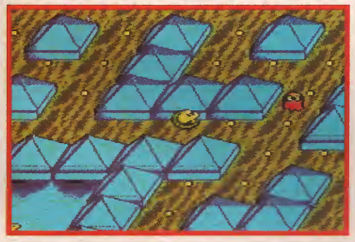
It's great to see Pac return to our screens. The old guy has been sorely missed, as has his simple, addictive gameplay. But Tecmagik's version is much more than that, this also contains some incredible Master System graphics and an ear-bashing aural accompaniment. Old it may be, but it has certainly stood the test of time.



The two little men in the bottom left-hand corner indicate how many lives old Paccy has left. This is the second selectable level, Pac-Man's Park. As you can see, Pac has eaten all the pills around the ghosts' home base while they are out searching for him (what a sneaky little chap our Paccy is).







Paccy tries to clear out the sandbox in the third selectable level. After this, Pac-Man gets down to real business as he enters the final three levels which can't be chosen from the main menu. The range of scenic backdrops makes *Pac-Mania* an absolute delight to play on the Master System.

Before each level you get a small intro sequence detailing the level you are about to enter. These are the intros for the first three levels.

MASTER SYSTEM

GRAPHICS **92%**
✓ Big, bold characters and great backdrops.
✓ Could be the best MS graphics yet!

SOUND **80%**
✓ All the arcade tunes are included.
✓ Loads of sound effects: munching etc.

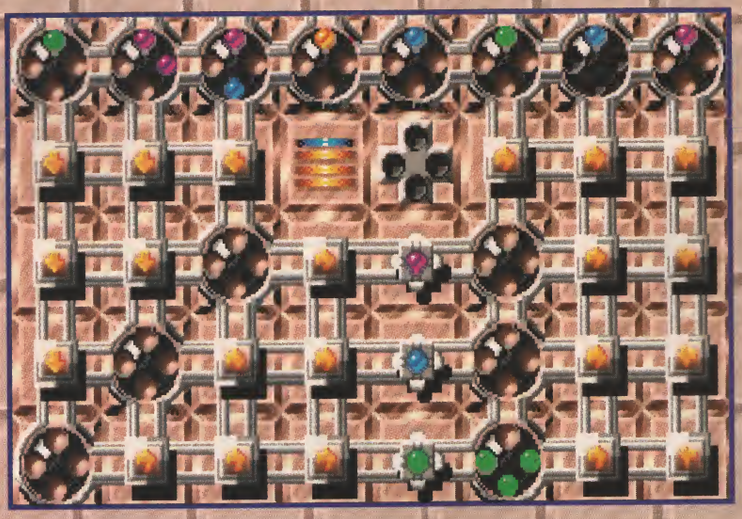
PLAYABILITY **86%**
✓ Six levels (+bonus) of pure nostalgia.
✓ Very addictive, immensely playable.

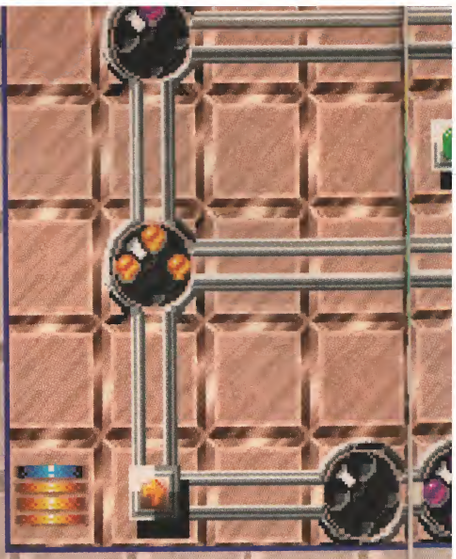
TECMAGIK
£29.99 ● OUT JULY
86%

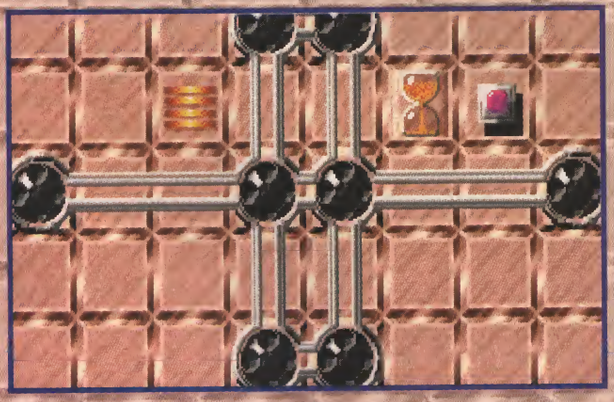
Mosquitos prefer blondes.

LOGICAL

Les Ellis goes in search of his marbles

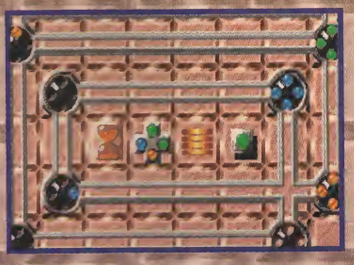


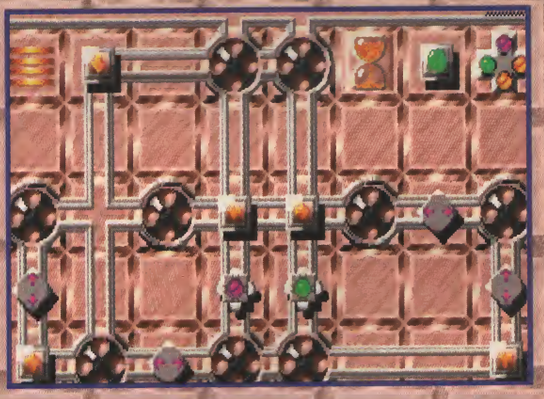




As seen here, level two is easy. All the wheels have been blown and all that is left to do is sit back and pick up the large time bonus for doing it so quickly.

The colour handicap kicks into action at the most inopportune of moments. Time has nearly run out, and almost all the wheels are full; the last thing in the world you want is a colour handicap.





Level 94 proves to be a real teleporter jam (teleports are depicted by the diamonds). Things will soon get very confusing as balls start to appear in all manner of unexpected places. The square receptacle at the top right of the screen is the colour handicap. A wheel must be filled with this colour before you can progress.

Rainbow Arts, renowned for shooting smashes like *Denaris* and *R-Type*, also happen to be quite proficient at the proverbial puzzler. Indeed, just eight months ago the German software house released *Curse of Ra* to a puzzle-hungry Julian Boardman, who deemed it worthy of 86%. Following on from that, Rainbow Arts now bring us *Logical*, a similarly taxing game that is sure to give puzzle fanatics nightmares.

The object of the game is simple enough: place four marbles of the same colour in a wheel and make it explode. Explode all the wheels on the screen and progress to the next level. The marbles enter the screen stage right and roll along the top till you decide to take them into the first wheel. Pipes join the wheels together, and allow the transfer of balls around the screen. Each rotating wheel holds a maximum of four marbles, so lots of swapping around the screen will be needed to successfully arrange the coloured balls. So, like I said, it's all very, very simple.

Unfortunately, this simplistic view is only held for the first 20 levels till all hell breaks loose and the game becomes a nightmare. It's not the increase in wheels or the complication of their design that cause the pandemonium, it is

IT'S TOTALLY LOGICAL

Elements you will come across in the game.

Colour stoppers – Only allow colours that match the stopper to pass through.

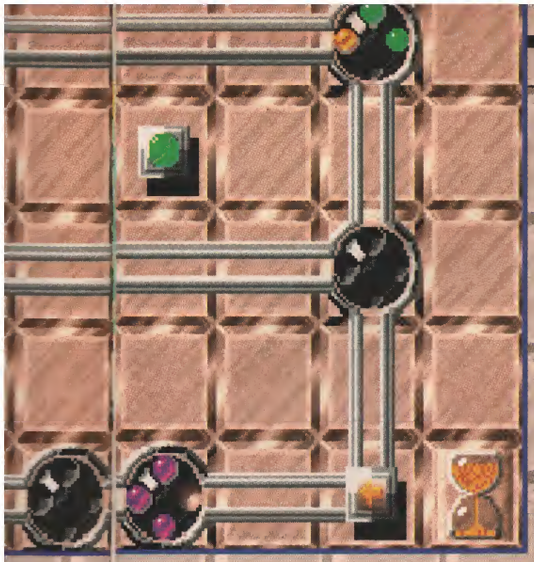
Colour changers – Change the colour of any marble that passes through.

Direction arrows – Redirect marbles and turn channels into one-way streets.

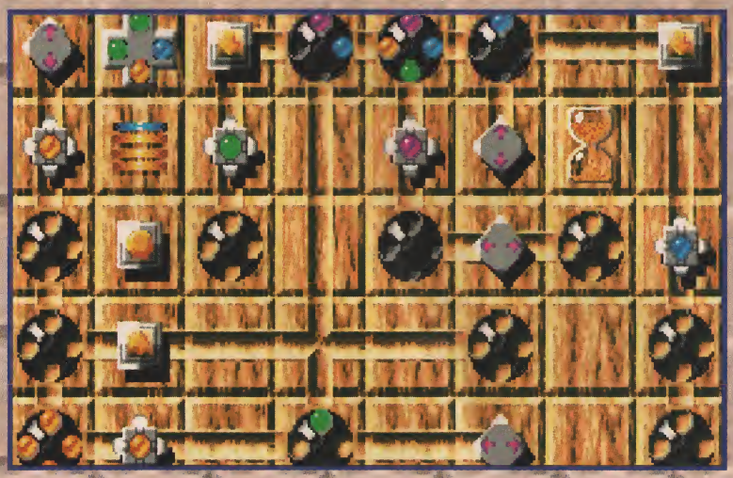
Traffic lights – Show the order in which you have to fill the wheels.

Colour handicap – Wheels must be filled with the colours indicated.

Teleporters – Teleports a marble to another part of the screen.



The game starts very simply, letting you get used to all the different elements of gameplay, and then it happens... you reach level 20! Wheels start to clog up, balls begin to change direction, and before you know it, the time has ticked down and the dreaded words "Game Over" appear onscreen. In case you hadn't guessed it, this is level one: nice 'n' simple.



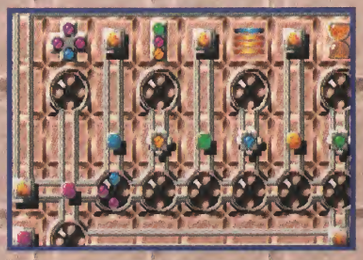
the extra objects that appear on the screen. For instance, as level 99 gets nearer, you start to encounter traffic lights, one-way pipes and colour-specific wheels to name but a few. *Tetris* – pah!

If nigh on 100 trap-packed, obstacle-filled levels aren't enough for you, then Rainbow Arts have (out of the kindness of their hearts) included a construction kit. But anyone with any sense won't use it for their own sadistic pleasure, they'll use it to amaze and completely dumbfound their mates as everyone tries to crack each other's screens.

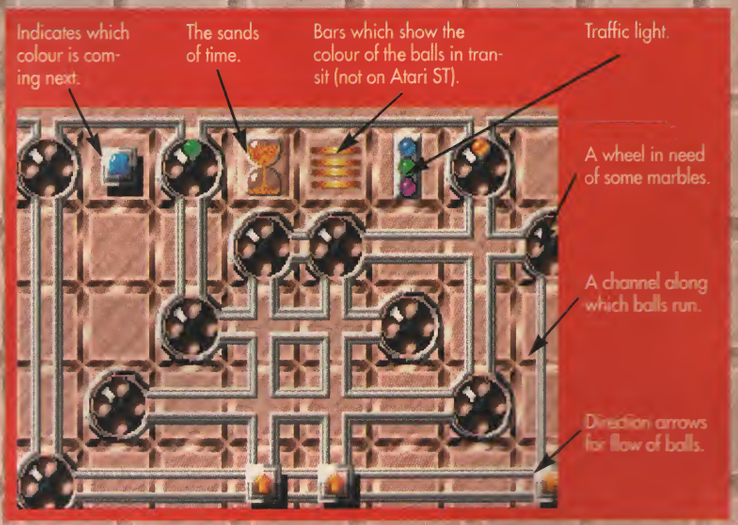
But the construction kit does, in my opinion, have one serious drawback. You can only access the feature when you have made your way to level 99 and successfully completed it, thus gaining the password. This is obviously intentional, and I'm sure the programmers thought they had a valid enough reason for it at the time, but I can't for the life of me work out what it was. In fact most people won't even use the construction kit as they won't have the perseverance to go through the preset screens. The design option should be used for practising certain techniques and not be given as a reward.

Still, like most puzzlers, the main attraction of *Logical* is its ease of use and deadly addictive qualities. No matter how dense your grey matter, you'll soon get the hang of it and complete a few of the starter screens. Luckily every level has its own password, so once conquered levels never have to be encountered again. The ease of use is increased with the use of three control methods: keyboard, mouse or joystick (mouse is best).

The presentation of the game is very slick, from the superb title screen to the variety of backgrounds for the play area. Due to its original design and user-friendliness, *Logical* injects a new breath of life into the stale puzzle market.

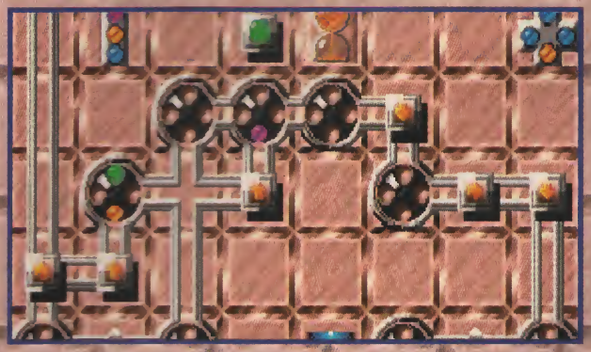


Who says Les Ellis is crap at playing puzzle games? This here's level 98, the penultimate level. To reach this far, Les recommends many nights of perseverance and dedication (and the sheet of level codes from the PR woman!).



The range of backgrounds adds plenty of visual excitement for the player; this is the woody background. The backdrop doesn't affect the gameplay at all, although it can lead to a few late nights with sore eyes!

Before each round, you get a view of the level and its name. Now is the time to turn off the power if you don't like the look of the level.



Looks easy, doesn't it? The four bars at the bottom of the screen show that there are two blue balls in transit. The timer has only just commenced its tick down, so there is no need to rush.

ATARI ST

GRAPHICS	78%
✗ Less stylish than other versions.	
✓ Still very functional, though.	
SOUND	70%
✗ Very simple tune.	
✓ Better spot effects.	
PLAYABILITY	82%
✓ No rest for the wicked.	
✓ More addictive than *Tetris*.	

RAINBOW ARTS
£19.99 ● OUT NOW
80%

IBM PC

GRAPHICS	86%
✓ Excellent in VGA mode.	
✓ Also exploits EGA to the full.	
SOUND	80%
✓ Good internal music and effects.	
✓ Terrific with soundcards.	
PLAYABILITY	89%
✓ Easy to get into...	
✓ Not so easy to leave.	

RAINBOW ARTS
£19.99 ● OUT NOW
89%

AMIGA

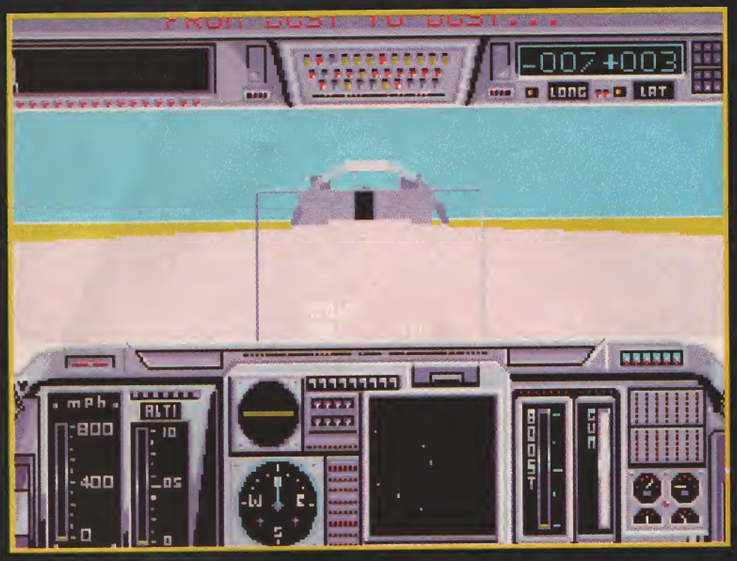
GRAPHICS	84%
✗ Abit of a strain on the eyes.	
✓ Varying backgrounds; good use of colour.	
SOUND	80%
✓ "Atmospheric" title music.	
✓ Loads of spot effects.	
PLAYABILITY	88%
✓ 99 levels of arcade action.	
✓ Construction kit enhances lastability.	

RAINBOW ARTS
£19.99 ● OUT NOW
88%

COUGAR FORCE

Julian Boardman reckons he'd be more at home in a Kitten Force

This is, apparently, a multi-action game. I have no quibble with the "multi" bit, but as far as the "action" goes, I'm a little dubious to say the least. You are Cougar, a top secret agent with a mission to break up a gang of drug dealers on some little archipelago in the Pacific ocean.



The building ahead is the jail. You actually have to try and take off in front of it before you hit the side of it. Once you do take off, you have about three seconds to get the gear up before you die (landing gear's like that y'know).

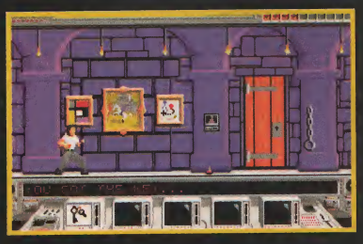
It all begins inside the prison from which you have to escape. Cue *Double Dragon*esque beat-'em-up, where you collect two keys and beat up the guards to get out of the prison.

Once you have escaped, you jump into a conveniently placed jet fighter – fully armed, of course – and speed off into the skies where you must shoot down a couple of planes and land on the other side of the island.

Then you get another fighting bit. Now you steal a boat and head towards a pygmy village. Oh, it's booby-trapped. The boat, that is, not the pygmy village.

Now you must cross the village, avoiding all the arrows.

A supple little roll can move you quicker than a few tentative steps. In fact the steps are more like a shuffle, and the roll is not a patch on *Prince of Persia*.



Here you get to pick up a key that can take you off this floor. Note the colourful graphics and lifelike characters. Unfortunately, not even that can save the repetitive gameplay and boring fight scenes.

At this point you get a choice: steal a booby-trapped motorbike or steal a booby-trapped hovercraft (some choice!).

A bit more hand-to-hand combat, then you have to nick another plane and crash it into the scientists' headquarters.

Cougar Force promises to be something of an epic game with all these elements but it fails miserably to deliver anything even vaguely interesting in the gameplay. Visually and aurally, *Cougar Force* is certainly above average, but nothing brilliant. Likewise, the Mona Lisa wouldn't make much of a game.

AMIGA

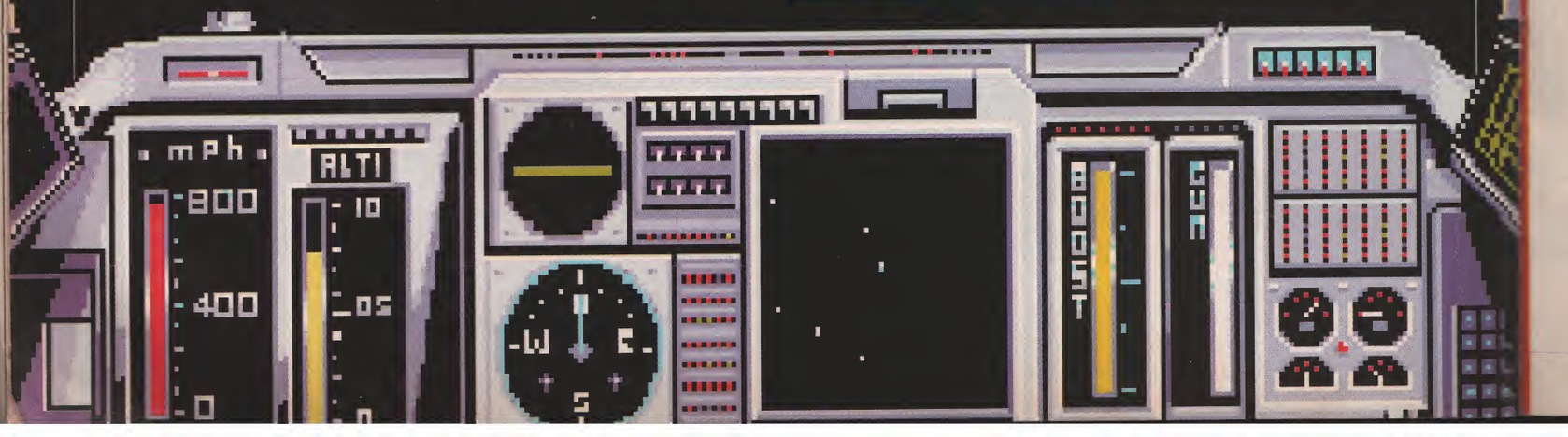
GRAPHICS **79%**
✗ Poor animation in the fight scenes.
✓ Fast-moving 3-D flight sequences.

SOUND **75%**
✗ Not enough acknowledging SFX.
✓ Amusing effects in hand-to-hand combat.

PLAYABILITY **57%**
✗ Repetitive and boring.
✓ Overlong disk accessing times.

ELECTRONIC ZOO
£25.99 ● OUT NOW

60%



SPECTACULAR SEGA SAVERS

SEGA MEGA DRIVE

Sega Mega Drive which is compatible with all UK, American and Japanese software (worth £189.99).

SCART £125

PAL £145

Alex Kidd in Enchanted Castle	27.50	Phantasy Star II	54.99
Arnold Palmer Tournament Golf	32.50	Populous	37.50
Budokan	37.50	Rambo III	23.99
Columns	27.50	Revenge of Shinobi	32.50
Cyberball	32.50	Space Harrier II	32.50
ESWAT	32.50	Strider	41.99
Forgotten Worlds	32.50	Super Hang On	32.50
Gain Ground	32.50	Super League Baseball	32.50
Ghostbusters	32.50	Super Monaco GP	32.50
Ghouls 'n' Ghosts	42.50	Super Real Basketball	32.50
Golden Axe	32.50	Super Thunderblade	32.50
Herzog Zwei	32.50	Sword of Vermillion	45.99
James Pond	37.50	Thunderforce II	32.50
Last Battle	32.50	Truxton	32.50
Mickey Mouse	37.50	Twin Hawk	32.50
Moonwalker	32.50	World Cup Italia 90	27.50
Mystic Defender	32.50	Zany Golf	37.50

SEGA MASTER SYSTEM

Only £54.99

MASTER SYSTEM PLUS

Only £74.99

Aerial Assault	27.50	Paperboy	27.50
Action Fighter	11.50	Psycho Fox	27.50
Afterburner	27.50	R-Type	27.50
Alex Kidd	22.50	Rambo III	27.50
Alex Kidd – High Tech	27.50	Rampage	27.50
Alex Kidd – Lost Stars	27.50	Shinobi	27.50
Alex Kidd – Shinobi	27.50	Space Harrier 3D	27.50
Altered Beast	27.50	Spellcaster	27.50
American Pro Football	27.50	Spy v Spy	16.50
Columns	22.50	Super Monaco GP	27.50
ESWAT	27.50	Ultima 4	37.50
Fantasy Zone 2	22.50	Vigilante	27.50
Gauntlet	27.50	Wonderboy	22.50
Golden Axe	27.50	Wonderboy in Monsterland	27.50
Golfmania	31.50	Wonderboy III	27.50
Golvellius	27.50	World Soccer	22.50
Impossible Mission	27.50	Zillion	22.50
Miracle Warrior	31.50	Zillion II	22.50

All the above Master System and Mega Drive games are official UK verisons.

All prices include VAT & P&P

Telephone us with your order on 0225 765086 or fax us on 0225 777869
Or post form to: Mail Order, The Words Works Ltd, FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA

I would like to order _____

and enclose a cheque/PO *(made payable to The Words Works Ltd)* for _____

Or charge my Access/Visa number _____

Expiry date _____ Signature _____

Name _____

Address _____

_____

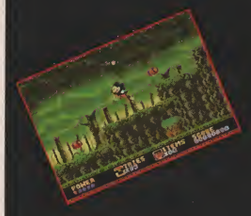
_____

Postcode _____ Tel. No _____

NO STAMP REQUIRED

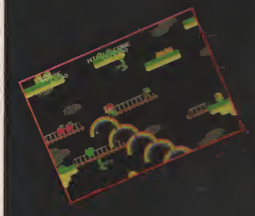
THE UNOFFICIAL GUIDE TO BEATING SEGA MASTER SYSTEM AND SEGA MEGA DRIVE GAMES

THE Complete SEGA SOLUTION

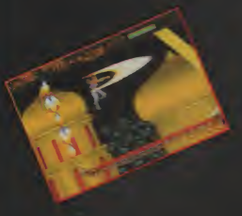


The Complete Sega Solution is a comprehensive collection of tricks, tactics and playing solutions for over 120 top Sega Master System and Sega Mega Drive games. But it's more than that; every game is reviewed and rated so you can decide at an instant whether a game is worth adding to your collection.

The Complete Sega Solution is the most accurate and fact-packed guide to winning Sega games. In over 200 pages you'll discover secrets buried deep within games; infinite lives, hidden messages, level selects, bonus rounds, concealed stages, unlimited continues, programmer access codes, even games within games.



The Complete Sega Solution features essential playing guides for many of the biggest games. These take you step by step through levels, inform you how to get past obstacles, where to pick up special items, and how to deal with attackers. In short, the playing guides will get you from start to finish.



The Complete Sega Solution contains more than 120 top games, including Alex Kidd, Arnold Palmer, ESWAT, Gain Ground, Ghostbusters, Ghouls 'n' Ghosts, Golden Axe, James Pond, Mickey Mouse, New Zealand Story, Rainbow Islands, Revenge of Shinobi, Ringside Angel, Shadow Dancer, Strider, Tetris, Wonderboy III...

AVAILABLE FROM ALL GOOD BOOKSHOPS NOW

Access **OR ORDER BY POST OR PHONE DIRECT FROM THE PUBLISHER** VISA

Post this form to: Sega Solution, The Words Works Ltd, Freepost (SN 1543), Trowbridge, Wiltshire BA14 8YA. Telephone: 0225 765086 Fax: 0225 777869
Please make cheques payable to The Words Works Ltd.

I would like to order a copy of *The Complete Sega Solution* priced at £9.99 and enclose a cheque or postal order for _____

Charge my Access/Visa number _____

Expiry date _____ Signature _____

Name _____

Address _____

_____

_____

Postcode _____ Telephone Number _____

The "Board"man donned a loin cloth to survey Gremlin's tabletop tie-in

This screen takes you deep into a battle scene. Here you encounter the dice so prevalent in the boardgame version. The dice are rolled to determine the amount of offensive and defensive moves.

"What's going on then, Fartandrun?" The young goblin turned around and looked at his friend. "No idea, mate, I only work here. One minute I'm happily polishing me brass gargoyles, like the working class goblin that I am, then all of a sudden there's this 'ere, memo from the boss..."

"Morcar, Lord Of All Chaos And That Which Surrounds Him, you mean?" suggested Fellindung.

"Yeah, that's the geezer. Anyway," he continued, flapping a bit of parchment around for effect, "the next thing I know me an' you are on front-line bloody duty defending Morcar, Lord Of All 'is Whatisnames, from four blokes who wear white loin cloths and go to mass on a Sunday. I mean, I ask you," he raised his arms in a gesture of disbelief, "what is the bloody point? We're not footsoldiers, and these guys don't sound like they're up to much anyway! I bet they pick flowers and stroke rabbits." Fellindung winced at the thought.

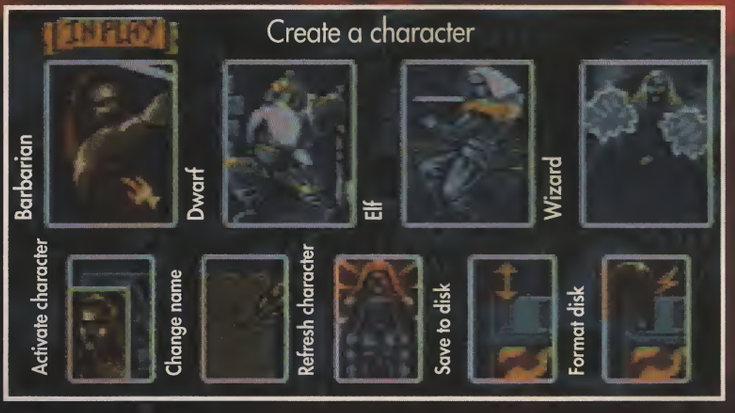
"I tell you this for nothing, the union'll be hearing about this in the morning. That'll soon sort out Morcar Lord Of All Chaos."

"Good on yer, Fartandrun. Eh! Did you ear that noise?" he looked concerned.

"What bloody noise? Bugger the noise, you've made me forget what I was going to say!" He paused an all-too-brief moment and resumed. "And I'll tell you something else," he was getting back into his finger-wagging stride now, "he'll have some right bloody chaos 'round here when the unions find out or my name's not Fartandrun!"

"'Ere, Farty, there it is again."

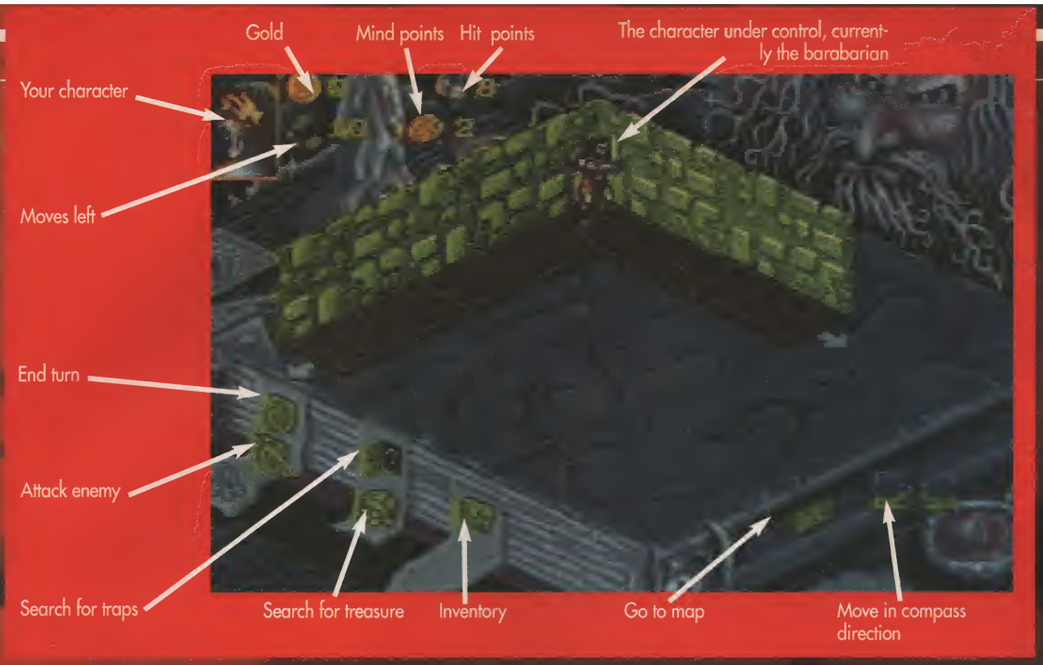
"Look," said an agitated Fartandrun, "I'm on a bleedin' workin' class polemic 'ere so never mind the friggin' noi..." His outburst, along with his and Fellindung's height, were cut mercifully short by the telling swipe of Jasper the Barbarian's longsword as it tipped their heads



MILTON'S QUEST

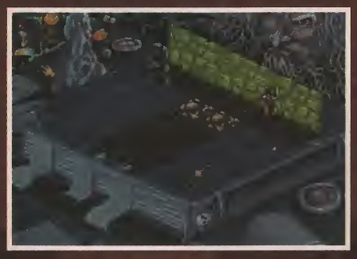
Milton Bradley had something of a surprise success on their hands when HeroQuest became the only million-selling boardgame of 1989. They soon cashed in on the success by collaborating further with the well-respected Games Workshop to produce extra QuestPacks for the game which appeared throughout 1990. Gremlin are also converting these QuestPacks and the first should be released sometime in July. Following that later in the year will be the conversion of MB's follow-up boardgame, Space Crusade.

HEROQUE



onto the floor.

A goblin's life is not a happy one. The computer version of this all-too-common scenario uses an isometric viewpoint – not entirely dissimilar to that of *Cadaver* – to convey the action as you and your friends control one each of four characters: an elf, barbarian, wizard and dwarf. You are sent on

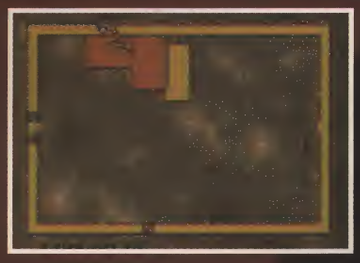


Poised for a fight, the barbarian wanders through a long corridor entirely unconvinced that six inches of fallen rock can really stop him getting through.

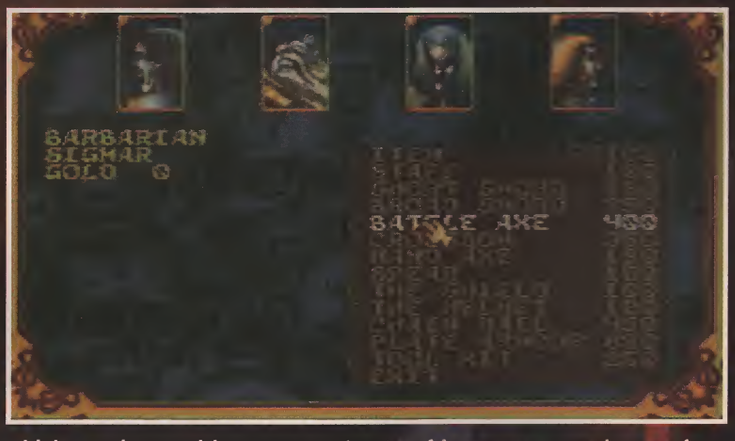
increasingly difficult quests to retrieve various people and magical items from the hands of the evil Morcar at the behest of Mentor, the Guardian of Loretome. Only you four mega-mortals have the courage to take on the wicked wizard and ultimately defeat him.

So you get to battle goblins and orcs, avoid traps and find treasure; all you need is the buxom wench with a few jars of mead and you're laughing. There are all kinds of weapons and potions which can be used in your quest and the elf and wizard can use spells, but only once for each.

The game follows the rules and quests of Milton Bradley's HeroQuest boardgame pretty closely, but with two major bonuses. The first being that it cuts out all that tedious dice throwing and makes the rules easier to pick up, and the second being that it is nigh on impossible for your dog to eat one of the most important pieces in the game (a problem that severely plagued *my* original).



The final screen you encounter in the main thrust of the game displays the map of the area. It starts blank but as more is discovered in the game the area you are in develops around you. This screen is also used to pick which characters will be attacked or have spells cast on them.



Any of the treasure or rewards you get from your arduous quest will be worth an amount in gold coins. You get to spend the dosh on any item, from a suit of armour to a tool kit, in the shop after each quest.

For newcomers to the HeroQuest game, the computer version is a very enjoyable version and probably more easily accessible than the boardgame. But be warned, dice-based games are far more ruthless at wasting your favourite character, as your fate is far more in the lap of the gods, than most other computer games. It takes a lot of getting used to. Old hands will find it an ideal conversion, and a lot easier than setting up the whole board!

ATARI ST GREMLIN GRAPHICS £25.99 ● OUT NOW

IBM PC GREMLIN GRAPHICS £TBA ● SUMMER '91

AMIGA

GRAPHICS **92%**
✓ High-class intro sequence.
✓ Very clear presentation throughout.

SOUND **72%**
✗ Poor tune can thankfully be turned off.
✓ Clicks and beeps everywhere.

PLAYABILITY **86%**
✗ May be a little too ruthless for some.
✓ Uses the computer to improve original.

GREMLIN GRAPHICS £25.99 ● OUT NOW **86%**

HYDRA

Flying high, and on the crest of a wave, Les Ellis delivers the goods on time (as always)

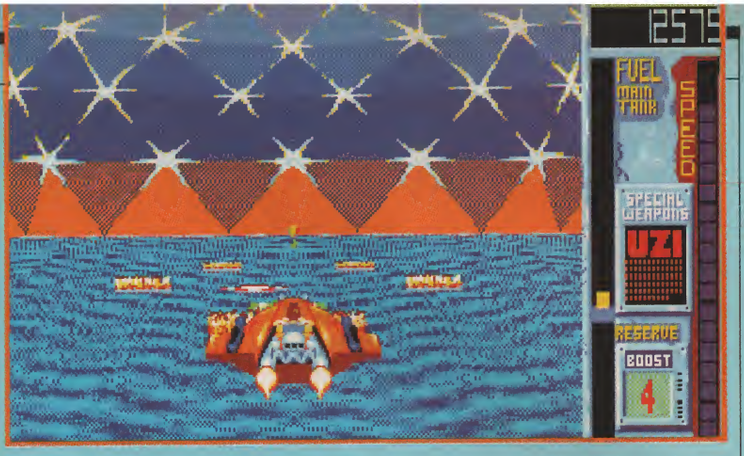
Couriers do tend to come in for a lot of stick. For instance, when has the Securicor man ever delivered that new computer on time? And you often wonder what they mean by "overnight delivery" – which night are they delivering it over? And marking the package "Fragile, handle with care" actually means break the news to them gently. But there's a reason behind all this incompetence. Most couriers secretly wish they were handling more important goods, like diamonds. So the next time a grumpy delivery man arrives at your doorstep with a Kays catalogue, invite him in for a cup of tea and load up *Hydra*. Within seconds, you'll see his eyes light up as he gets the chance to deliver all manner of important items around the globe. (But don't let him stay too long or someone else's package will be delivered late.)

The player, whether he's a 6'5" delivery man or not, is an international courier codenamed Hydra. With such a title, you won't be surprised to hear that all of his journeys take place over water. This isn't because it's cheaper or environmentally friendly, it has more to do with the unsafe nature of the roads and rail which have been taken over by street gangs and rail ruffians.

The Government has called on you to deliver several top secret, extremely sensitive packages to locations throughout the world. You are only told the nature of your cargo when you step into your Hydracraft, and the only warning is that things could get a little rough. Which is not surprising when you discover your hold will be full with such items as the Crown Jewels and certain Doomsday devices.

You view your amphibious plane craft from behind, as if in a racing game. As you zoom over the water, you'll encounter various pirate craft who'll try to shoot you down. But don't waste fuel trying to get them because when your tanks are empty, your job is over. Extra fuel can be obtained from two sources. You can either pick up the canisters dropped by downed pirate craft or you can enter Ziggy's Weapon Shoppe and purchase fuel using the cash you get for picking up balloons along your route. There are nine missions in all, spread over 31 levels.

The conversion by ICE Software isn't all that good, but the game itself has some inherent flaws too. For a start it's too repetitive, and you never feel as if there's anything worth getting at the end of the line. Conversion flaws include some very poor collision detection, and a dire implementation of the arcade sound effects. But as with all coin-op conversions, there are certain mindless blasting attractions.



Bonus stage: under a star-lit sky, you have to race around a course avoiding all the obstacles and picking up as much fuel and money as you can. Use the ramps to go airborne and reach that money in the sky.

The mission select screen: travel the world, see exotic sights, meet exciting people, and blow them up. After each group of missions is successfully completed, you can choose your next area of operation.

ATARI ST DOMARK £24.99 ● OUT NOW

AMIGA

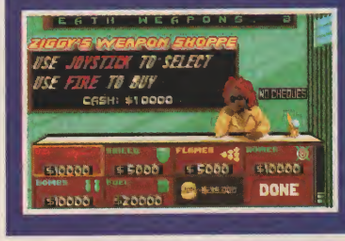
GRAPHICS **70%**
✗ Very poor collision detection.
✓ The "flowing" water adds to the 3-D.

SOUND **73%**
✗ Poor blasting sounds and effects.
✓ Interesting title tune.

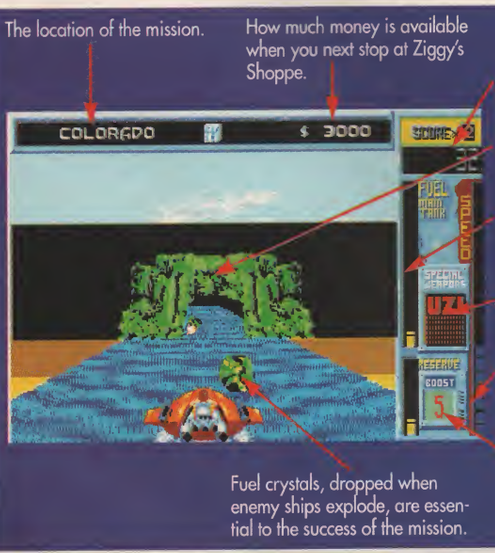
PLAYABILITY **69%**
✗ Ultimately boring, no real incentive.
✓ Very easy to get into; 31 levels in all.

DOMARK £24.99 ● OUT NOW **70%**

ZIGGY'S PLACE



(Left to right.)
Uzi – gives increased fire power.
Shield – protects your Hydracraft from enemy fire.
Flamer – powerful weapon that burns the enemy.
Homer – hunts out the nearest enemy craft.
Bomb – waits in the water for enemy craft.
Extra fuel – you can't leave home without it.



Win a Honda Cub!

This must be the most advanced off-road bike there is! It's automatic, so it's easy to ride, and its lightweight design and futuristic styling make it stand out from the crowd! The Cub would cost you £1800 to buy, but we're giving one away!!

0898 404621

Win a Honda MT 50S Moped!

The MT50S Honda is the best bike for any 16 year old who wants to hit the road in style!! It has an air-cooled 49cc 2-stroke engine and a Motocross style frame, seat and tank! To buy it you'd have to pay £1300, but 1 phone call and it could be yours!

0898 404622

Win a Kawasaki JS440 Jetski!

The Kawasaki JS440 is one of the best Jetskis you can buy at a cool £2500, but you could win one!! Jetskiing is going to be the trendy sport of this Summer, and you could be there first with our brilliant competition!!

0898 404623

Win a SIMPSONS Pinball Machine!

This Pinball is no under-achiever, it's a Simpsons game! Yup, people all over the country have been flipping over this machine, the biggest pinball craze in years! And if you fancy pocketing this £2500 prize, then just get on the ball and call the number shown below!!

0898 404624

Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For list of winners send SAE to:Pepperoni, PO Box 2065, London, W12 9JH Please ask your parents permission before you call. Average length of the call is 6 minutes.

ENTER THE WORLD OF CONSOLES
AT

UNIVERSAL CONSOLES

TRADE ENQUIRIES WELCOME

101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX
TELEPHONE: 0634 577306

OPEN 7 DAYS 9-7

SEGA MEGADRIVE

Sega Megadrive - Scart	£119.95
Sega Megadrive - Pal	£119.95
Megadrive + Game	£139.95
Japaneese/English Converter	£19.95
Sega Joystick Pad	£14.95
Power Arcade Stick	£34.95
Megadrive Magazine (Jap)	£6.00

SEGA MEGADRIVE GAMES

STRIDER	**£31.95**
FATMAN	**£29.95**
AXIS	**£29.95**
BURNING FORCE	**£29.95**
HELL FIRE	£31.95
ARROW FLASH	**£29.95**
SHADOW DANCER	**£29.95**
ESWAT CYBER POLICE	**£29.95**
CYBERBALL	**£29.95**
D J BOY	£31.95
MICKEY MOUSE	**£29.95**
DYNAMITE DUKE	**£29.95**
GOLDEN AXE	£31.95
RAINBOW ISLAND	£34.95
INSPECTOR X	**£29.95**
J. MADDENS FOOTBALL	£34.95
CELTIC V LAKERS	**£39.95**
NEW ZEALAND STORY	**£31.95**
WORLD CUP SOCCER	**£31.95**
MOONWALKER	**£29.95**
GAIN GROUND	**£31.95**
WONDERBOY 3	**£29.95**
CRACKDOWN	**£29.95**
RINGSIDE ANGEL	**£29.95**
ALSTE	**£31.95**
DANGEROUS SEED	£31.95
ELEMENTAL MASTER	£32.95
HARD DRIVING	**£29.95**
SUPER MONACO GP	CALL
MIDNIGHT RESISTANCE	CALL

PLEASE RING FOR MORE TITLES

NEO GEO

NEO GEO - PAL	£369.99
NEO GEO - SCART	£359.99
NEO GEO PAL + GAME	£520.00
NEO GEO SCART + GAME	£520.00

NEO GEO GAMES

MAGICAN LORD	£179.95
BASEBALL STARS	£179.95
NAM 1975	£179.95
GOLF	£179.95
CYBERLIP	£179.95
NINJA COMBAT	£179.95
RIDING HERO	£179.95
SUPER SPY	£179.95

GAME BOY

GAMEBOY MACHINE	£69.95

GAME BOY GAMES

BATMAN	£24.95
MONSTER TRUCK	£24.95
W.W.F	£24.95
DOUBLE DRAGON	£24.95
GHOSTBUSTERS 2	£24.95
RADAR MISSION	£24.95
FINAL FANTASY LEGEND	£24.95
SPIDERMAN	£24.95
SKATE OR DIE	£24.95
BUBBLE BOBBLE 2	£24.95
ROAD STAR	£24.95
DRAGON SLAYER	£24.95
DUCK TALES	£24.95
CHASE HQ	£24.95
WIZARD AND WARRIORS	£24.95

PLEASE RING FOR MORE TITLES

NINTENDO SUPER FAMICOM

FAMICOM - SCART with **2** games FREE!!	£295.95
FAMICOM - PAL with **2** games FREE!!	£349.95

FAMICOM GAMES

FINAL FIGHT	£45.00
F1 - ZERO	£45.00
POPULOUS	£45.00
PILOT WINGS	£45.00
SUPER MARIO BROTHERS	£45.00
ORDIUS III	£45.00
BOMBUZAL	£45.00

PLEASE RING FOR MORE TITLES

PC ENGINE

PC ENGINE - SCART	£159.95
PC ENGINE - PAL	£159.95
PC ENGINE - HAND HELD	£260.00

PC ENGINE GAMES

DIE HARD	£33.00
OPERATION WOLF	£33.00
AFTERBURNER	£33.00
F1 CIRCUS	£33.00
FINAL BLASTER	£33.00
SUPER STAR SOLDIER	£33.00
VIOLENT SOLDIER	£33.00

PLEASE RING FOR MORE TITLES

ORDER FORM

TO: **UNIVERSAL CONSOLES**
101 College Avenue, Gillingham, Kent, ME7 5HX

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

From:

	MACHINE/GAME	
	TOTAL	

KC's Computer Emporium

37,Pinfold Gate, Loughborough
Leics, LE11 1SG
TEL: (0509) 211799 FAX: (0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

We also buy and part exchange used cartridges. Many more latest titles for other consoles and computers in stock please phone for more details and ask for ADAM or PETE.
TRADE ENQUIRIES WELCOME

FAMICOM

FAMICOM + 2 JOYPADS + 2 FREE GAMES 299.00
ACT RAIZER 37.00
BOMBUZAL 24.00
BIG RUN 25.00
DARIUS TWIN 40.00
F-ZERO 38.00
FINAL FIGHT 37.00
GRADIUS III 37.00
PILOT WINGS 39.00
POPULOUS 39.00
S GRADE BATTLE 39.00
SUPER MARIO WORLD 39.00
HOLE IN ONE GOLF 37.00
ACTRA MAN 39.00

LYNX

LYNX CONSOLE + PSU + CALIFORNIA GAMES 117.99
LIGHTER POWER ADAPTOR 11.95
ALL GAMES FROM 21.95

PC ENGINE

PC GT HAND HELD AND FREE GAME 265.00
JACKIE CHAN 29.00
COMBAT POLICE 2 ..... 29.00
LEGEND OF HEROES TOMA 34.00
VIOLENT SOLDIER 24.00
MOTOR ROADER 2 ..... CALL
HELL EXPLORER 24.00
YOKAI DOCHUKI 10.00

GAME GEAR

SEGA GAMEGEAR + PSU .99.95
SEGA GAMEGEAR AND 3 GAMES 159.95
SUPER MONACO GP 23.00
BASEBALL 91 ..... 24.00
DEVILISH 24.00
MICKEY MOUSE 24.00
WOODY POP 23.00
COLUMNS 19.00
FORBIDDEN PLANET ..... CALL
G-LOCK 19.00
HEAD BUSTERS 19.00
KENETIC CONNECTION 19.00
MAPPY 24.00
MAGICAL GUY ..... CALL
PENGO 23.00
RYUKUY ..... CALL
SHINOBI 24.00
SQWEAK ..... CALL
SOKO BAN 19.00
WONDERBOY 23.00
WOODY POP 23.00
CALL FOR NEW RELEASES

MEGADRIVE

UK MEGADRIVE + J/PAD 149.95
JPN MEGADRIVE + £33 GAME + FREE HEADPHONES 129.95
JPN GAME ADAPTOR 9.95
SCART LEAD 12.95
AERO BLASTERS 33.00
ALIEN STORM ..... CALL
BARE KNUCKLE ..... JULY
BATMAN ..... JULY
BONANZA BOY 34.00
DARIUS II 28.00
DEVIL HUNTER 33.00
ESWAT 19.00
ELEMENTAL MASTER 28.00
FANTASY SOLDIER III 35.00
FASTEST I ..... CALL
GYNOUG 30.00
HELL FIRE 19.00
ITALIA 90 ..... 33.00
JEWEL MASTER ..... CALL
J MADDEN AMERICAN FOOTBALL 30.00
KLAX 23.00
KUGA ..... JULY
LEGEND OF RIDDEN ..... CALL
MARBLE LAND ..... CALL
MAGICAL HAT 24.00
MICKEY MOUSE 24.00
MIDNIGHT RESISTANCE 34.95
PGA TOUR GOLF 38.00
RINGSIDE ANGELS 32.00
SHADOW DANCER 22.00
SPACE BATTLE GOMOLA ..... CALL
STREET SHOCK ..... JULY
STRIDER 27.00
SUPER MONACO GP 33.00
THUNDER KEY ..... JULY
VOLFIELD 28.00
WONDERBOY III 23.00
BUSTER DOUGLAS BOXING 33.00
BY MINI RUN 33.00
DICK TRACEY 24.00
KAZAKI 33.00
SONIC THE HEDGEHOG 37.00
SUPER AIRWOLF 32.00
STORM LORD ..... CALL
TASK FORCE WARRIOR ..... CALL
VERY TECH 33.00
WRESTLE WAR ..... CALL

NINTENDO

NINTENDO FROM 75.00
PYTHON 2 JOYSTICKS 8.99
CART CLEANING KIT 9.99
BAYON BILLY 37.00
BLACK MANTA 35.00
DOUBLE DRAGON 37.00
MEGA MAN II 38.00
PAPERBOY 38.00
PINBOT 37.00
PROBOTECTOR 37.00
SNAKE RATTLE ROLL 37.00
SOLAR JETMAN 38.00
SUPER OFF ROAD 23.00
FOUR PLAYER LINK 29.95

CALL FOR ALL SECOND HAND SWAPS AND GAMES

GAMEBOY

GAMEBOY + GAME + P&P 65.00
GAMELIGHT 9.95
MAGNIFIER 9.95
HARD CARRY CASE 9.95
ASTRO RABBY 19.00
CHASE HQ 19.00
REVENGE OF GATOR 19.00
ROBOCOP 24.00
SPIDERMAN 19.00
T.M.N TURTLES 24.99
BALOON KID 19.00
FORTRESS OF FEAR 19.00
GHOST BUSTERS 24.00
HAL WRESTLING 24.00
HELANKY ALIEN 19.00
JEOPARDY 24.00
KING OF THE ZOO 19.00
KUNG FU MASTER 24.00
MARUS MISSION 22.00
NINJA BOY 22.00
OPERATION C 24.00
POWER MISSION 19.00
SNOOPY 19.00
SOLOMONS CLUB 24.00
TASMANIA STORY 19.00
W W S SUPERSTARS 23.00

Name: .....
Address: .....
.....
Post Code: ..... Tel: .....

Item	Cost
.....	£ .....
.....	£ .....
.....	£ .....
.....	£ .....

Add £1 per order, Sub Total £ .....
Plus £5 per console for p+p Total £.....

Expiry Date...../...../..... Signature.....
CHEQUE / P.O. / ACCESS / VISA / MASTER CARD RZ

Mega HOTTEST Computer Lines

RING THEM NOW!

TONY TAKOUSHI CONSOLE LINE News gossip tips & tricks	0898 299 390
NEWS TRICKS & TIPS, For the Amiga Get the ultimate out of your Amiga	0898 299 385
AMIGA GAMESTIPS Extend your gamesplay	0898 299 386
ST GAMESTIPS Inside info on the hottest releases	0898 299 387
MEGATIP GAMESLINE The hottest games secrets	0898 299 388
CONSOLE GAMESTIPS The best games secrets	0898 299 391
SAM COUPÉ HOT LINE Featuring Alan Miles & Bruce Gordon	0898 299 380
MEL CROUCHER COMPUTER FUN LINE 3 mins of mind blowing entertainment	0898 299 399
ALL FORMATS COMPUTER FAIRS Newsline	0898 299 389

NEW MESSAGES EVERY WEEK!
PROPRIETOR B. EVERISS P.O. BOX 71 CV35 0XA
CALLS CHARGED AT 34p PER MIN CHEAP RATE & 45p AT ALL OTHER TIMES

CONSOLE WORLD

SHEFFIELDS NO.1 CONSOLE SHOP

SEGA MEGADRIVE	£117.99
+ GAME	£139.99
AEROBLASTERS	£32.99
BATMAN	£33.99
BONANZA BROTHERS	£31.99
CRACKDOWN	£25.99
CYBERBALL	£22.99
DICK TRACY	£29.99
FLICKY	£29.99
GAIN GROUND	£25.99
HELLFIRE	£23.99
JOHN MADDENS	£37.99
MAGICAL HAT	£23.99
MICKEY MOUSE	£28.99
MIDNIGHT RESISTANCE	£38.99
SONIC THE HEDGEHOG (USA)	£47.99
(JAP)	MID JULY
STRIDER	£28.99
WONDERBOY III	£25.99
ALIEN STORM	LATE JUNE
DEVIL CRASH PINBALL	LATE JULY
FAERY TALE (ENGLISH TEXT)	MID JULY
FANTASIA (MICKEY MOUSEII)	LATE JULY
STAR CONTROL (12M)	LATE JULY
TURRICAN	MID JULY
BARE KNUCKLES LIKE FINAL FIGHT)	LATE JUNE

SUPER FAMICOM	£239.99
+ 1 GAME	£274.99
+ 2 GAME	£299.99
ACTRAIZERS	£39.49
BASEBALL	£49.99
DARIUS TWIN	£39.49
GRADIUS III	£39.49
FINAL FIGHT	£42.49
F-ZERO	£39.49
HOLE IN ONE	£43.99
PILOT WINGS	£39.49
SUPER GHOULS 'N' GHOSTS	£CALL
SUPER MARIOWORLD	£43.99
SUPER R-TYPE	£CALL
ULTRAMAN	£44.99
UN SQUADRON SPECIAL	£CALL
PC ENGINE GT HANDHELD	£241.99
+ GAME	£261.99
GAMEBOY DELUXE	£69.99
GAMES (USA+JAP) £19.99 -	£29.99
SEGA GAMEGEAR	£99.99
+ GAME	£128.49
GAMEGEAR GAMES	£24.99

ALL LATEST + OTHER TITLES IN STOCK.
PLEASE ADD £ P+P FOR GAMES FOR CONSOLES - MAKE PAYABLE TO CONSOLE WORLD.
CONSOLE WORLD MAIL ORDER 0709 893066 OR 0302 859851
(9 - 7, 7 DAYS)
CONSOLE WORLD SHOP NOW AT 2A MAPLIN STREET, SHEFFIELD.
CALLERS WELCOME.
ALL ORDERS SENT 1st CLASS RECORDED DELIVERY
TRADE ENQUIRIES WELCOME.
JOIN THE CONSOLE WORLD CLUB FREE WITH EVERY ORDER
ALL CONSOLES CARRY A 12 MONTH GUARANTEE

CENTURION

Les Ellis turned up with the chains and handcuffs. No, Les, we said world *domination*

I must admit, my knowledge of the Roman Empire goes about as far as The Life of Brian and Asterix the Gaul. But now Electronic Arts say they are about to educate me in the ways of a young Roman soldier, and his struggle to become recognised as the great leader he is destined to be.

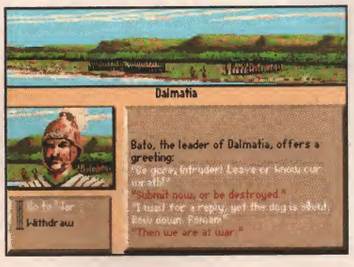
You play the eponymous lowly officer who must rise through the ranks to become a mighty Cæser (the name was given to most Roman emperors, not just Julius). You do this by adding land to the Empire and keeping all the citizens in its realm happy. Not an easy task.

The map screen is where you plan your land policy. You can only cross the border of neighbouring countries and therefore must plan your walk across Europe and Africa with care. The ships at the bottom of the screen are invading armies who are after you. These ships can be taken out by your fleet, but you have to build one first...

The acquiring land bit is easy; just march over the border of a neighbouring province and meet with their leader. Try to negotiate peacefully, but if he doesn't want to know then initiate a full scale invasion. The two sides then meet on a battlefield and the side with the strongest army and best strategies wins the battle.

Your other problem, of keeping the folks at home happy, is solved in a less destructive manner. If the people of any country under your control start to rebel then you must hold some "sporting" events to cool them down. *Centurion* gives you a choice of two games: chariot racing or gladiator battles.

In the chariot races you must choose which type of chariot you want to race. From there you can try to win the race through underhand tactics, like bribing your opponents to lose the race while having a small bet on the side. The race takes place around an oval circuit, with other chariots trying to crash into your vehicle all the way around. To keep the crowds happy, you don't actually have to win the chariot race. However, the winnings from a victory come in useful for funding the war effort. The gladiator ring contains the most blood of all, and is sure to keep the crowds happy. You take control of one of the battle-hardened brutes and must try to fight your opposition in the most gruesome way possible. If you win, you will get the choice whether to finish him off for good (thumbs down) or just give him a good tanning (thumbs up). If you make the wrong choice, and perhaps kill him when the fight didn't deserve it because it wasn't bloody enough, the crowd will go away dissatisfied. Such is the fickle nature of the Roman people.



It looks like diplomacy has failed, so you'd better prepare your forces for war. Being friendly and diplomatic does make it easier, and less costly in the long run, but when all else fails you just have to resort to violence.

Centurion is one of the best boardgame conversions I've played recently. The impressive presentation makes it inviting and addictive, while it has enough depth to make the game long-lasting. For the Mega Drive in particular, it is a real shot in the arm. It's refreshing to see a company like Electronic Arts not going down the familiar shoot-'em-up path, but striving to produce original and exciting products. Thumbs up all round.

Going into the corners too fast leads to only one outcome, and this is it. Now that your chariot is a bit worse for wear, you'll be glad to know that there are three types to choose from before the next race. And if a new chariot doesn't do the job, you can always pop into your opponents' dressing rooms before the race and bribe them to lose. If you do this, it might be worth having a little bet on the side, too.

AMIGA

GRAPHICS **86%**
✓ Superb attention to detail in all aspects.
✓ Accurate, colourful battle figures.

SOUND **84%**
✓ Most actions are rewarded with a fanfare.
✓ Highly amusing effects and battle noises.

PLAYABILITY **85%**
✓ Simple control method for diverse events.
✓ Very challenging; will last a long time.

ELECTRONIC ARTS
£25.99 ● OUT NOW
85%

MEGA DRIVE

GRAPHICS **88%**
✓ No different from Amiga.
✓ Excellent detail for a console game.

SOUND **84%**
✓ Spot effects bring the game to life.
✓ Loads of short, jolly tunes.

PLAYABILITY **87%**
✓ Hours of compelling gameplay.
✓ A breath of life for the Mega Drive.

ELECTRONIC ARTS
£34.99 ● OUT NOW
87%

Rome wasn't built in a day – it took about 50 years.

FROM THE MAKERS OF FEAR COMES A NEW EXPERIENCE IN TERROR!

FRIGHTENERS

TOP NOTCH INTERNATIONAL FICTION TO CHILL YOUR BONES

Every month FRIGHTENERS will mangle, sizzle, hack and shred your nerves with stories and short novels of the dark, violent, often erotic world of the demented supernatural!

Begin with the bizarre nightmare world of
GRAHAM MASTERTON's
ERIC THE PIE

Be sucked into the cavernous maws of the abomination that lurks in
RAND SOELLNER's
MUD

Taste the
BLOOD OF SATAN
Oliver Kean's frightmare of terror, murder, incest and blasphemous evil!
And more dark tales...

HOURS OF FRIGHT FOR ONLY £1.50!

FRIGHTENERS No 1 Unleashes its horror at newsagents on June 27

Or send £1.50 to Newsfield, FRIGHTENERS, Ludlow, Shropshire SY8 1JW for FRIGHTENERS 1 through the post!

DIAL - A - QUIZ
Presents THE ...
TO CATCH A THIEF
COMPETITION

... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ...

COMMODORE AMIGA 500
NINTENDO SUPER FAMICOM
SEGA MEGADRIVE
NINTENDO GAME BOY

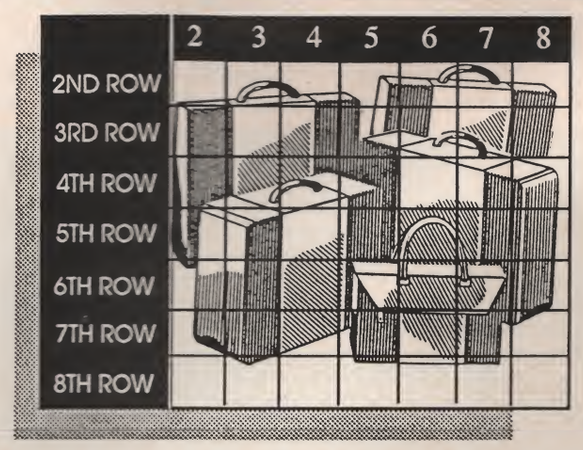
... SPOT PRIZES ... SPOT PRIZES ... SPOT PRIZES ...

JOYSTICKS, SOFTWARE & CASH

... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ... WIN ...

For your eyes only ... STOP ...
Agents Hyde and Seek killed in action ... STOP ...
Sir Willoughby Smythe captured by Airport Security at Londons Heathrow ... STOP ...
Smythe's luggage said to contain quantity of stolen Computer Prizes ... STOP ...
Your Mission ... STOP ...
Find the Prize, answer the Question, and YOU could be THE winner ... STOP ...

BEWARE! Some cases contain Knock-out Gas ...
If you find THESE ... You're out of the Game ... STOP ...



0839 - 121 - 166

All Spot Prizes are won instantly.
If more than one person should locate the main prizes then all entries will be placed in a final Prize Draw.

If you are under 18 please obtain the permission of whoever pays the telephone bill.

Calls are charged at 34p per minute cheap rate. 45p per minute at all other times.

Have YOU Won!? Call THE WINNERS LINE 0839 - 121 - 165

DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

HUNTER

Les Ellis, the last true hunter, goes to France in search of Activision

You may have noticed the lack of Activision products over the past few months. This is due to the financial difficulty that they fell into last year, which resulted in them closing their UK offices. The licence for distributing Activision's games in Europe has now gone to a French outfit called The Disc Company. These forward-thinking French people hope to release all the products that were in development at the time of collapse, and design a few new ones in the process. *Hunter* is probably the best known of the games in progress, and after much anticipation now sees the light of day.

Hunter is an action adventure, using 3-D polygon graphics to create

Just because you can run over ducks doesn't mean to say *Hunter* isn't a *green* game. In fact there is very little else as you walk around the landscape. Walking is too slow, so it is best to find a vehicle that is unoccupied to acquire and use. It is probably best to spend the first few games learning how to control the helicopter as it is the fastest of the lot.

an immense world of small islands. Throughout this archipelago are various objects, buildings and people who create an area to explore and

interact with. It is within this area that your commanding officer instructs you to carry out missions against an enemy force.

The group of islands has been taken over by a tinpot dictator who has installed military bases on all the islands. Obviously, he can't be

The Hunter has now become the hunted.

allowed to get away with this, so you and a few loyal army buddies set up a small out-station from which you can plan your covert activities.

As the best-trained and most experienced of the group, you are chosen to depart on several small missions which will hopefully destroy the dictator's infrastructure. With the opposition's forces in turmoil, you can then send in a larger force to finish off the aggressors.

At the start of a mission you are given a comprehensive briefing telling you what you have to destroy, where you can find information about your target, and how long you have to do the job. If you return to head quarters within the set time, you will gain a special money bonus. The missions can range from taking out military installations to an audacious attempt to abduct and kill the enemy leader.

DEPARTMENT OF TRANSPORT

Some of the methods of transport found in *Hunter*...

Car – Found mainly on friendly islands; quite fast and easy to control.

Ambulance – Great fun for doing jumps over hills; found in the hospital (obviously!).

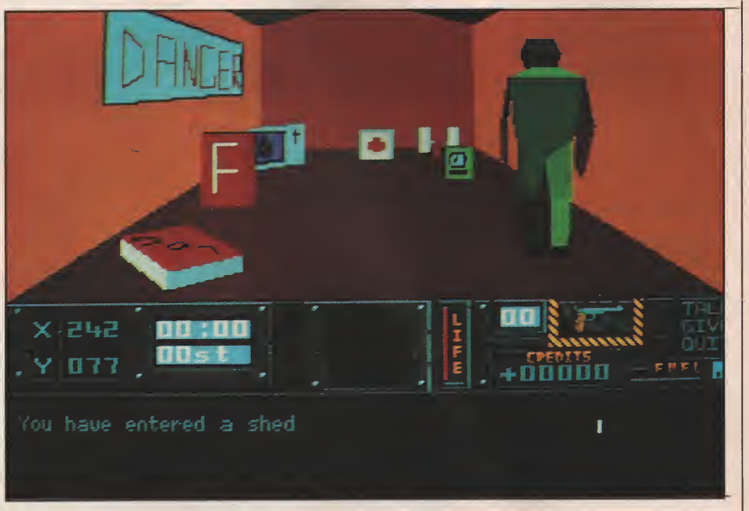
Boat – Used to travel between islands; saves you having to swim.

Bike – Found all over the place; slow but never runs out of fuel.

Helicopter – Tricky to land but very quick; normally found near flags.

Tank – Very tough but slow; useful for destroying targets.

APC – Not as tough as the tank but still useful.



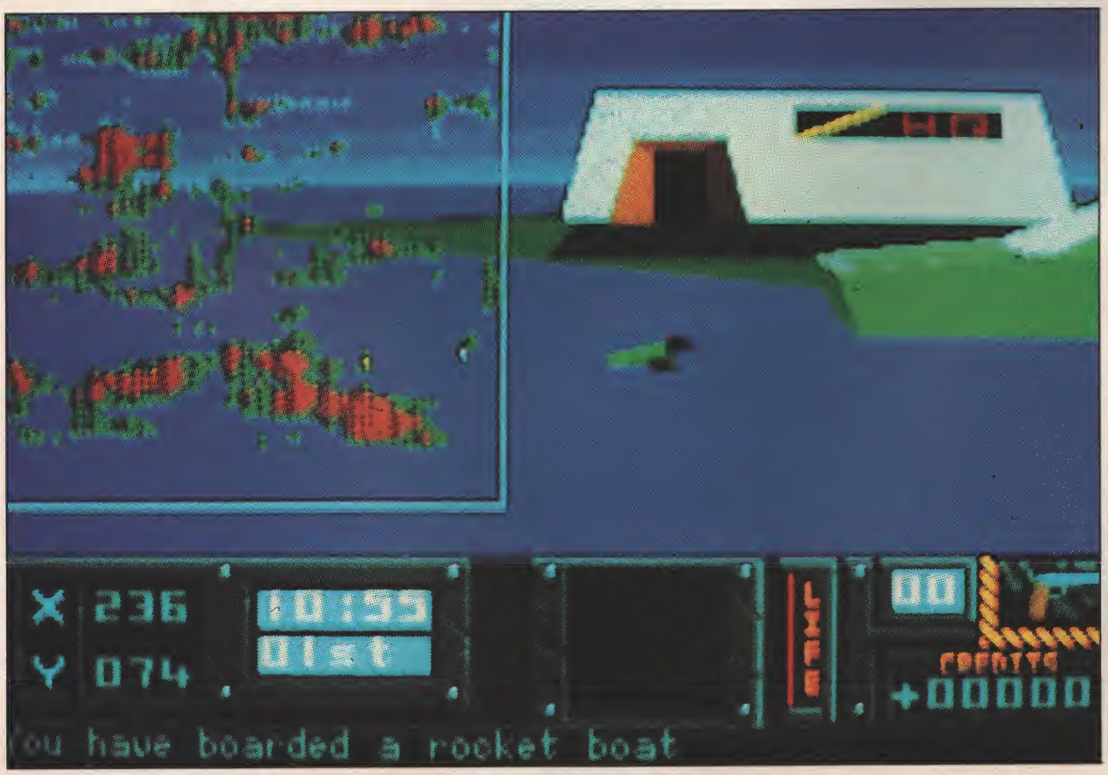
During the course of a mission, you will come across many items scattered around the ground. Some of these are useful, while others just take up extra space in your kitbag. It's best to pick up most things at the beginning, but as you progress you'll learn the importance of some objects and ensure that others are avoided to save time and energy.

Walking around is a time-consuming (not to say, boring) process, so dotted around the landscape are various vehicles which can be "requisitioned" for your use. There are untold delights in nicking one of the many modes of transport – like a luxury car, ambulance, helicopter or even the vicar's bike – and much of your game time can be spent doing just that. Sometimes it's just fun to ride around, but other times you will need to know where a vehicle is to be found and use it for a specific purpose, e.g., crossing the water.

The map is an essential aid to your mission. The first few stages of any mission are set out in the log and can be transferred onto the map so that you can see where you need to go. How you get there is up to you. How about a nice leisurely ride on a bike, or maybe a tank is more to sir's liking?

The missions are completely non-linear and can be completed any way you like. After all, this is war and no-one cares if you run down a duck or take out a seagull. There's even a bull to get, although attacking it on foot is *not* recommended.

Hunter is a huge game that uses solid 3-D graphics to great effect. Quick looks at the game will make you wonder whether there is any game behind the flash exterior, but anyone who devotes a few hours to it will find out the delights beneath. Prepare to be completely hooked: the Hunter's coming for you.



ATARI ST — ACTIVISION — £29.95 ● LATE AUG

AMIGA

GRAPHICS **82%**
✗ Lack of colour.
✓ Characters are varied and well animated.

SOUND **60%**
✗ In game music would have been soothing
✓ Lively blasting and vehicle noises.

PLAYABILITY **90%**
✓ Loads of non-linear puzzles.
✓ Easy to get into; very addictive.

ACTIVISION
£29.95 ● LATE AUG
88%

The Barbery leopard was last seen in 1922. It is now presumed extinct.

LUPO ALBERTO THE VIDEOGAME

Julian Boardman does some moonlighting with an Italian wolf

After last year's *Bomber Bob*, the Idea software company of Italy have produced a licence of one of Italy's favourite cartoon characters, Lupo Alberto (or Alberto Wolf). He is something like the Bugs Bunny of the Latin peninsula, but all this howling at the moon has done something to his head. Unlike most other wolves who try to *eat* chickens, this particular wolf spends all his life trying to find somewhere quiet where he can get his end away with one, his plucky little girlfriend called Marta.

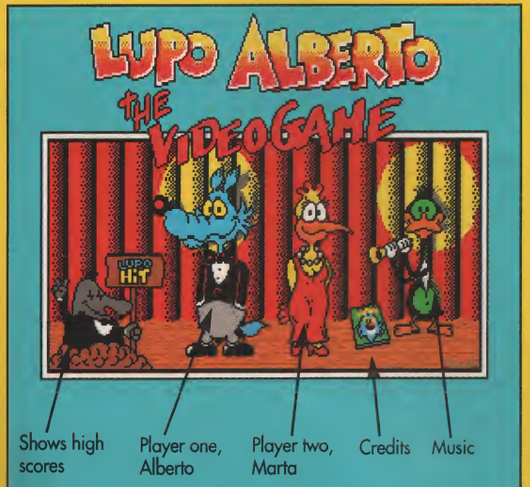
The Italians are obviously a tad more liberated than other nations in that this blatantly perverse scenario can find its way into an obviously 8-year-old orientated game. Having said that, of course, there is nothing wrong with some games that 8-year-olds play, it's the games that some play with 8-year-olds that you have to watch.

The idea is that you control Alberto – and in a two-player game your partner controls Marta – and guide him through a simple landscape, all the while looking for other chickens and rabbits to jump on and earn a bonus for. Some of these animals will fall off the bottom of the screen quite easily but others may take two or more jumps to knock off. Precision jumping is needed, though, as touching them with anything but the sole of your shoe will result in a horrible death.

The ten levels reflect the little comic strip scenarios at the back of the manual. Two frames of the scenario are depicted in the manual, while the third is left blank for you to discover at the end of the level. Each level is timed so as to rush you along, although time never really presents a problem.

Lupo Alberto was created by a chap calling himself Silver. His real name is Guido Sivestri and he was born on 9 December 1952. Sometime in his 21st year, his life was changed when the doodles he made on the toilet paper whilst taking a dump made him village-famous, and he became known as The Only Cartoonist in Italy.

All told, the gameplay strikes you as initially quite childish, but if the idea of bouncing on chickens appeals to you, then you could be in for a treat. The limited challenge holds little more attraction than one level of *Super Marioland* – without the secret rooms – but it's all quite cute in an Italian sort of way.



The options screen for Lupo Alberto is something special. Just click on the characters and they perform special functions for you.

Here you are taking control of Marta, Alberto Wolf's favourite chicken. The balloon above you suspends a pick-up, in this case a helmet. Once picked up, the helmet will appear on your head and allow you to attack chickens from below without ruffling your feathers.

AMIGA

GRAPHICS 70%
✗ Incredibly dull backgrounds.
✓ Attractive cartoon animation.

SOUND 76%
✗ Few sound effects.
✓ Up-beat and off-beat tune.

PLAYABILITY 79%
✓ Simple and fun for younger players.
✓ Huge levels in early Mario style.

IDEA/SOFTWARE BUSINESS
£TBA ● OUT NOW

78%

CUTE
AND
CUDDLY
CHAOS!

SUMMER CAMP

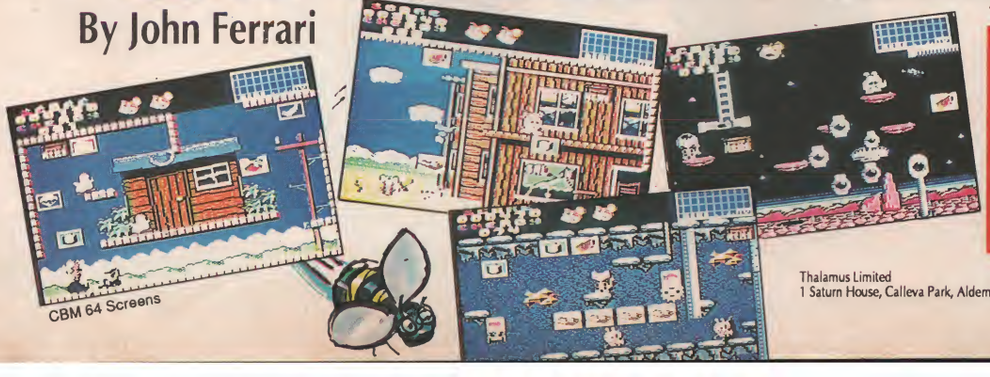
By John Ferrari

GET INVOLVED IN THE CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!



CBM 64 Screens

OUT SOON!

AMIGA £25.99

ATARI ST £21.99

THALAMUS

Thalamus Limited
1 Saturn House, Calleva Park, Aldermaston, Berksshire RG7 4QW Tel 0734 817261

MERCS

Time for the big guns now as this level guardian rolls out to take you on. It spouts flame, it fires missiles, and on top of all that you've only got a poxy rifle!

Being a bit strapped for cash, Matt "Finish" Ablott became a mercenary

Plane-spotting was never this much fun. The two intrepid, battle-hardened and incredibly stupid warriors face up to the guardian on level one.

Isn't it strange that, in the current trend of advanced computer entertainment, we still get these mindless, psychopathic war games lumbered on us time and time again? Indeed, US Gold have been one of the biggest exponents of this genre, so *MERCS* should come as no surprise. The fact that it is based on a "hugely successful" arcade coin-op is almost taken for granted – such are the times we live in.

As a member of the eponymous MERCS crack commando team, you are hired by the US government for a top secret, undercover operation in Central Africa. It seems that, while touring the country of Zutula, the inept bodyguards of the President let terrorists kidnap him. So the MERCS team is called in to clear up the mess.

Like another favourite shoot-'em-up *Operation Wolf*, *MERCS* consists of eight missions which must be completed in turn before you finally reach your objective. The levels don't vary that much, but the implication of some sort of storyline does add urgency. A basic level involves you receiving instructions (like, "Break through enemy tank line"), shooting all-and-sundry that tumble down the screen towards you, nicking one of their vehicles, and finally confronting an abnormally large piece of enemy hardware.

Popeye power for the MERCS members as one of the players sprints towards some spinach. One quick gulp of this stuff will put hairs on your chest and also restore some of that lost energy

Your weaponry can be improved as you progress by collecting the machine gun add-ons, which include things such as missiles, mortar bombs and flame throwers. Extra lives, energy, food and such like also litter your path.

The play area is viewed in a similar manner to the main running stage in *Rambo*. The last level, though, changes style as you try to rescue the President from one of two rumbling trains. The graphics are all handled very competently, but do tend to give a feeling of *déjà vu*. In fact, this *has* all been seen before – and in a better form. The addition of a two-player mode adds the usual attractions, but neither player will get that much extra enjoyment out of it. The translation's pretty true, but who played the coin-op that much anyway?

Matt "and gloss" Ablott makes his debut this month.

ATARI ST — US GOLD — £25.99 ● OUT NOW

GRAPHICS **80%**
✓ Wide range of story-telling screens.
✓ Detailed, colourful background scenery.

SOUND **65%**
✗ Repetitive, unoriginal gun effects.
✗ Tacky in-game tune.

PLAYABILITY **73%**
✗ Could get very tedious after a while.
✓ Initially compelling; easy to get into.

AMIGA — US GOLD — £25.99 ● OUT NOW — **74%**

(Mail order only)
223b Waterloo Road,
Cobridge S.O.T.
Staffs ST6 2HS
(Registered Office)
0782 213993 (Evenings)
(orders only)

CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES

(Shop + mail order)
Console Concepts
The Village
Newcastle-U-Lyme
Staffs ST5 1QB
(0782) 712759
Daytime
Orders + enquiries

Telephone 0782 712759 (9.00 am to 6.30 pm) 0782 213993 (6.30 pm to 8.00 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome. Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429

SEGA MEGADRIVE

SEGA MEGADRIVE TOP 10

1. GYNOUG	7. AERO BLASTER
2. MICKEY MOUSE	8. MIDNIGHT RESISTANCE
3. KAGEKI	9. ESWAT
4. VERYTEK	10. JOHN MADDON FOOTBALL
5. BONANZA BROS	
6. MAGICAL HAT	

	JAP	UK/USA
MARVEL LAND		CALL
WARDNER SPECIAL		31.00
WRESTLE WARS		34.00
HELLFIRE		25.00
MOONWALKER	31.00	34.00
ALIEN STORM		CALL
BLUE ALMANAC		CALL
GAIRIES		34.00
DARIUS II		35.00
FIRE SHARK		31.00
WONDERBOY III		26.00
AERO BLASTER	31.00	34.00
INSPECTOR X		31.00
BASKETBALL		31.00
GYNOUG	35.00	39.00
PHANTASY STAR III		CALL
ZERO WING		31.00
HEAVY UNIT	31.00	34.00
MICKEY MOUSE	23.00	34.00
MAGICAL HAT		23.00
KAGEKI		35.00
BONANZA BROS		31.00
VALIUS III		31.00
SUPER AIRWOLF		31.00
BATTLE GOLFER		31.00
HARDBALL (US)		38.00
STREET SMART		CALL
MONSTER HUNTER		31.00
RINGSIDE ANGEL		31.00
VERITEK		31.00
STRIDER	35.00	41.00
MONACO GP	31.00	34.00
SHINING OF DARKNESS	30.00	
LAKER VS CELTICS		34.00
THE FASTEST ONE (JAP)		
		CALL
SWORD OF SODAN		25.00
JOE MONTANA		25.00 34.00
BIMINI RUN		34.00
A PALMER GOLF		34.00
JOHN MADDEN		34.00
KINGS BOUNTY		CALL
JAMES BOND'		34.00
PGA TOUR GOLF		34.00
ONSLAUGHT		CALL 34.00
ABRAMS BATTLE TANK		38.00
DINO LAND		38.00

NINTENDO SUPER FAMICOM JAPANESE CARTS

SUPER MARIO WORLD..45.00 & P&P
F-ZERO .....41.00 & P&P
FINAL FLIGHT .....45.00 & P&P
PILOT WINGS .....41.00 & P&P
POPULOUS.....35.00 & P&P
ACT RAISER
(UK INSTRUCTIONS) .....41.00 & P&P
EDEN (JAP RPG).....41.00 & P&P
DRAKHAM (JAP RPG)....41.00 & P&P
ULTRAMAN .....45.00 & P&P
AUGUSTA GOLF .....45.00& P&P
SUPER DEFORMER.....35.00 & P&P
BOMBUZAL .....28.00 & P&P
GRADIUS III .....31.00 & P&P
DARIUS TWIN.....50.00 & P&P
BIG RUN.....41.00 & P&P
SIM CITY
(UK Instructions).....50.00 & P&P
BASEBALL .....45.00 & P&P

NINTENDO SUPER FAMICOM (SCART) pack 1
Super FAmicom Scart
Power Supply + all leads
1 FREE Game our choice :- choose from *RADIUS III or BOMBUZAL or POPOLOUS or SUPER DEFORMER*
+ TWO Free games of your choice
£325.00 & £6 p&p next day delivery.
NINTENDO SUPER FAMICOM (SCART)
+ 1 FREE game £280 & £6.00 p&p

SEGA MEGADRIVE PACK 1 MEGADRIVE TV or SCART
Power supply + joy pad + English instructions FREE game of your choice up to price of £31.00 + free set of stero headphones £135.00 + £6.00.
SEGA MEGADRIVE PACK 2 MEGADRIVE TV OR SCART
Power supply + joypad + English instructions 2 FREE games of our choice (ring for titles) 1 infra red remote control joystick + FREE set of stero headphones.

All our megadrives are fully guaranteed + tested before despatch, all our Megadrives run USA/Japanese/UK cartridges + accessories. £165.00 + £6.00 next day delivery.

NINTENDO GAMEBOY

NINTENDO GAMEBOY TOP 10

	Jap	USA/UK
1. WWF SUPERSTARS WRESTLING		24.00
2. CONTRA (OPERATION C)		24.00
3. BUBBLE BOBBLE		21.00
4. CASILIOUS (US)		24.00
5. SNOW BROS (JAP)		21.00
6. MICKEY MOUSE II		21.00
7. R TYPE		21.00
8. FASTEST LAP		21.00
9. BOULDERDASH (JAP)		24.00
10. NINJA TURTLES		24.00
NINJA TURTLES	21.00	24.00
BATMAN	21.00	24.00
DOULBE DRAGON	21.00	24.00
CHASE HQ	21.00	22.00
HUNT FOR RED OCTOBER (US)		24.00
BOULDERDASH		21.00
1 MAN AND HIS BLOB		21.00
PACMAN		24.00
F1 SPIRIT		21.00
NEMESIS		24.00
PINBALL PARTY		21.00
BUBBLE BOBBLE	21.00	24.00
PARODIUS		21.00
R-TYPE	21.00	24.00
NAVY BLUE		21.00
PIPE DREAM		24.00
PRINCESS BLOBETTE (US)		24.00
BASES LOADED (US)		24.00
FASTEST LAP		21.00
F1 BOY		21.00
GODZILLA	21.00	24.00
FINAL FANTASY		24.00
ROBOCOP		24.00
PCN KOTSU TANK		21.00
CONTRA	21.00	24.00
BURGER TIME		21.00
BOMBER MAN		21.00
MICKEY MOUSE II		21.00
DODGEBALL SOCCER		21.00
LUCKY MONEY		21.00
ROLANDS CURSE		21.00
THE SIMPSONS		24.00
SHANGHAI		24.00
GARGOYLES QUEST		24.00
WWF WRESTLING		24.00
MCBUNGAS AMBITION (US)		20.00
NINJA TURTLES		24.00
GHOST BUSTERS II		24.00
POWER CHASE		24.00
PAPER BOY		24.00
SKATE OR DIE		24.00
MEGA MAN		24.00
KUNG FU MASTER		24.00
DRAGONS LAIR		24.00

Japanese Carts all £31 & p&p unless otherwise stated

SEGA GAME GEAR

GAME GEAR + FREE GAME £125.00 & P&P

GAME ALL £24 & P&P

SEGA GAME GEAR TOP 5
1. SHINOBI
2. MICKEY MOUSE
3. CHASE HQ
4. WONDERBOY
5. MONACO GP

KINETIC CONNECTION	CHASE HQ
MICKEY MOUSE	DEVILISH
WONDERBOY	POP BREAKER
WOODY POP	HEAD BUSTER
PSYCHIC WORLD	PENGO
SUPER MONACO GP	BASEBALL
SHINOBI	MAPPY
FORBIDDEN CITY	SQUEAK

ATARI LYNX

NEW REALEASES

ROBOTRON	£26.99
ZARLOR MERCENARY	£26.99
BLOCKOUT	£26.99
NINJA GAIDEN	£26.95
CALIFORNIA GAMES	£26.99
WARBIRDS	£26.99
GAUNTLET	£26.99
CHESS CHALLENGE	£26.99
SLIMEWC TWO	£26.99
RYGAR	£24.99
SHANGHAI	£24.99
KLAX	£24.99
BLUE LIGHTNING	£22.95
CHIPS CHALLENGE	£22.95
ELECTROCOP	£22.95
MS PACMAN	£22.95
PAPERBOY	£22.95
ROADBLASTERS	£22.95
RAMPAGE	£22.95

PC ENGINE

PC ENGINE TOP 5
1. LEGEND OF HERO TONMA ..... £35.00 + P&P
2. ADVENTURE ISLAND ..... £35.00 + P&P
3. FINAL MATCH TENNIS ..... £35.00 + P&P
4. JACKIE CHAN ..... £35.00 + P&P
5. HATRIS ..... £35.00 + P&P

SON OF DRACULA	£35.00
DEAD MOON	£35.00
POWER ELEVEN SOCCER	£35.00
CD ROM	
SUPER PANG	CALL
HELLFIRE	FOR
SHERLOCK HOLMES	PRICES
COBRA II	
RAY XANDER II	

PC ENGINE PAL OR SCART
FREE game of your choice
£165 & P&P
or
2 FREE games of our choice

PC ENGINE GT HANDHELD
& FREE GAME £279 & P&P
+1 FREE GAME OF YOUR CHOICE HUNDRED OF GAMES AVAILABLE

ACCESORIES

CARRY CASES HOLDALLS FOR:
MEGADRIVE OR FAMICOM CARRY CASE £19.99
PC ENGINE/GAMEGEAR CARRY CASE ..£10.99
GAMEBOY CARRY CASE ..... £ 9.99
LIGHT BOY £20.00
LIGHT BOY STERO AMPLIFIER £15.00
ARCADE POWERSTICK £40.00
MEGADRIVE DUSTCOVER ..... £ 6.99
MEGADRIVE PAD £15.00
MEGADRIVE PAD AUTOFIRE/SLOMO....£20.00
JAPANESE FAMICOM/PC ENGINE/MEGADRIVE MAGAZINES IN STOCK NOW ..... CALL
AMERICAN MAGAZINES IN STOCK ..... CALL

HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC

MEDLANTIC HI TEC PRESENTS . . .

THE INCREDIBLE SUMMER SALE

GYNOUG	32.99
ESWAT	19.99
HELLFIRE	19.99
D J BOY	19.99
GAIRES	33.99
MICKEY MOUSE	24.99
MAGICAL HAT	24.99
S DANCER	22.99
STERIDER	29.99
RAINBOW	26.99
R ANGELS	33.99
W BOY III	24.99
ALL SECOND GAMES	17.00

MEGADRIVE + ANY GAME.....139.00

NEW GAMES

JAMES POND	37.00
PGA GOLF	38.00
M RESISTANCE	37.00
S AIRWOLF	37.99
SONIC THE HEDGEHOG	39.00
THE BIMINI RUN	39.00

MORE TITLES IN STOCK.
TRADE ENQUIRIES WELCOME

ALL GOODS DESPATCHED WITHIN 24HRS.

PLEASE SEND ALL CHEQUES/POSTAL ORDERS TO:
MEDLANTIC HI TEC LTD.
10 CHURCH ST
MARKET BOSWORTH
WARKS CV13 OLG
TEL: (0455) 291865 / (0860) 444587

ACCESS/VISA TAKEN

SUPER FAMICOM + 2 GAMES
289.99

S. MARIO 4	39.00
FO	40.00
BOMBUZAL	38.00
HOLE IN ONE	43.00
FINAL FIGHT	43.00
BIG RUN	49.00
DARIUS TWIN	49.00

PLEASE CALL FOR LATEST TITLES.

GAME BOY DELUXE WITH 2 GAMES + CARRYCASE
79.95

D. DRAGON	23.00
CONTRA	23.00
B BUNNY	23.00
B GHOST	23.00
SPITERNAN	23.00
R-TYPE	26.00

MORE IN STOCK

ALL SECONDHAND SEGA GAMES
£13.00

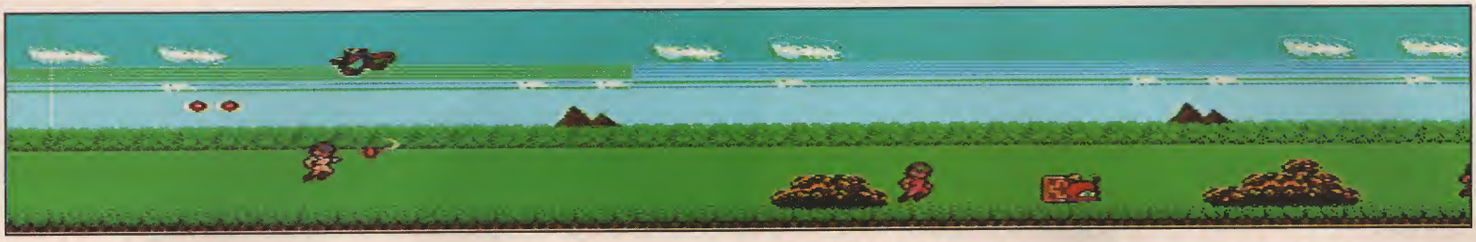
ALL SECONDHAND PC ENGINE GAMES
£13.00

SEGA GAME GEAR WITH ONE GAME
£139.95
PLEASE RING FOR DETAILS

NINTENDO SYSTEM	89.00
P. GLOVE	44.95
AMERICAN GAMES CONVERT	15.00
MARIO 3	40.99
SIMPSONS	40.99
MEGAMAN 3	40.00
TMNT 2	40.00
DUCK TALES	40.00
WWF WRESTLING	20.00

MORE IN STOCK

HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC HI TEC



PSYCHIC WORLD

As all psychics will already know, Les "Needles" Ellis is about to meet two Japanese girls

Doctor Knavik was a strange, middle-aged man who worked alone in a very green forest. One day, Doc decided that he was so lonely and busy that he should employ two sisters to help him out and provide company. (Yeah, that's what Paul Robinson in Neighbours said too!) But the doctor had mysterious habits, often disappearing for hours on end into the deep recesses of his house. It transpired that Doc was in fact keeping genetically created monsters in his secret laboratory. One night, after a huge explosion, all the monsters escaped. While on their warpath out of the forest they happened to come across Cecile, one of the sisters, and whisked her off with them.

The gauge at the bottom-left shows which psychic powers you have ready to be used. Pushing DOWN and button II allows you to choose the required power. Each will have a different effect on various foes and their surroundings.

Now Lucia, the other sister, wasn't having any of this and decided to go after the creatures and try to get her sister back. Unfortunately, Doc was far too tired to go chasing after monsters in the middle of the night, so he gave Lucia his specially-designed ESP Booster to help her on her journey.

Each of the levels contains many different backgrounds – none of them particularly good, though. On the first level you leave the the forest outside and duck into a cave. But you won't find your sister here, there are four more levels before you are reunited.

This girl ain't no pussy, and she don't mind getting her feet wet. Go to the right of this level, jump up a few platforms and then head back the way you came to get the icons above you.

This ESP Booster gives Lucia immense psychic powers (but, strangely enough, it doesn't enable her to see where her sister has gone) and she can use these powers to defeat all the monsters that are now roaming about the forest. Unfortunately, using all this power does take its toll on Lucia's energy so it's best to avoid enemies wherever possible. If Lucia's energy does run too low to use her powers, you can often find a power-up that will replenish most of that lost energy.

While trekking through the woods, you will also come across some of Doc's stolen hardware. By picking up this, you can add weapons to your psychic abilities. However, each of the weapons can only be used successfully on certain types of obstacle. For instance, the Hydro-wave freezes moist air and turns it into movable ice blocks. The Ultra-sonic, on the other hand, should be used against any metallic obstructions you encounter.

There are five levels in total, each packed with varying monsters, numerous platforms and plenty of pick-ups. However, despite its sibling content and appearance, this game ain't no *Mario*. The backdrops range from the dire to quite good, sound is appalling and there's very little depth. In fact, if you head down to the woods today expecting an addictive, long-lasting game, you'll get a big surprise.

MASTER SYSTEM

GRAPHICS 75%
✗ Little variation in the foreground objects.
✓ Small, but varied, sprites.

SOUND 40%
✗ Annoying pinging tune plays throughout.
✗ Naff effects – reach for the volume!

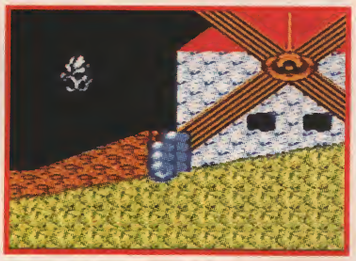
PLAYABILITY 72%
✗ Only five levels; unlimited continues.
✓ ESP is a challenging feature.

SEGA
£29.99 ● OUT NOW
70%

The opposite of déjà vu is presque vu.

GHOULS 'N GHOSTS

Sir Arthur has returned to the Master System. Julian Boardman dug out his steel cod-piece and joined in the fun



Sir Arthur dances about a graveyard trying bravely to find the dead centre (ho, ho!).

Apparently Arthur has been caught napping again. Having banished the Dark Prince, Loki, from the land three years ago, the old sod has returned to put the fear of something very big into the people of Lexet. Not only that but he has also kidnapped Princess Tamara, the most beautiful (and, coincidentally, richest) woman in the land. She is also single, otherwise Arthur wouldn't be wasting his undoubted talents in rescuing her.

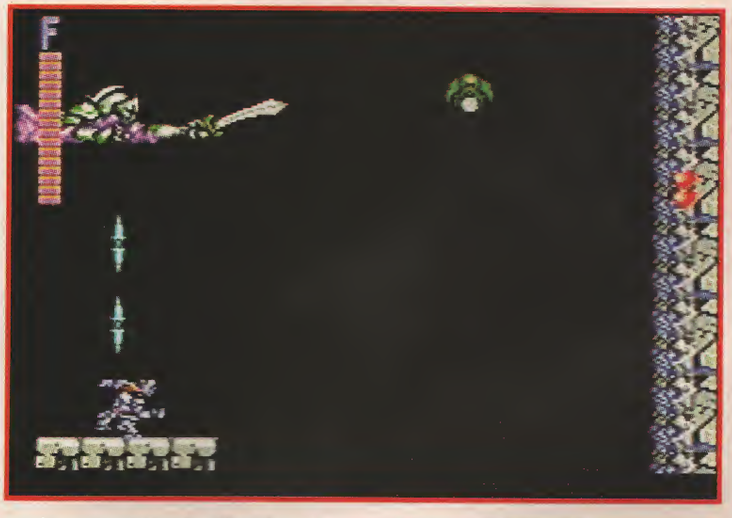
Along the way you will come across a number of wooden chests. These are very rarely good for you (in this version) but occasionally they will reveal a suit of armour that will allow you to take three hits instead of the usual two. And, believe me, you'll need all the protection you can get in this version.

So, squeezing your unshapely body into a sweaty old suit of armour, you take the role of the infamous Arthur and set off to avenge the village and rescue the princess. Nothing out of the ordinary for this hardened adventurer.

To get to Loki's castle, you must obtain the keys to the locked gates. To do that you must first confront the huge Gatekeepers, defeat them, walk all over them and spit on their mothers' graves. All at the same time.

All this promise of exciting, horizontally scrolling gameplay made by the manual and previous versions on other formats is throne (geddit?) out of the window by this well-presented, yet unplayable, version of Capcom's awesome coin-op. I was never a great fan, but I recognised the qualities that made the Mega Drive version a best-seller. But none of those qualities are to be found here. It is simply too difficult to make even the most hardened gameplayer (I do actually know some) give up very early. There is no such thing as a learning curve in the game logic - you immediately feel like you've hit a brick wall.

Don't rush out and buy it on the name alone; try to play it first.



ATARI ST US GOLD/CAPCOM £24.99 ● OUT NOW

AMIGA US GOLD/CAPCOM £24.99 ● OUT NOW

MEGA DRIVE SEGA £44.99 ● REVIEW #3

PC ENGINE CAPCOM £39.00 ● IMPORT

MASTER SYSTEM

GRAPHICS **76%**
✗ Blocky backgrounds and scenery.
✓ Sprites are true to the original.

SOUND **78%**
✗ Few spot effects.
✓ Wide range of spooky tunes.

PLAYABILITY **45%**
✗ No increasing difficulty; far too hard.
✗ Too frustrating to be addictive.

SEGA £24.99 ● OUT NOW **54%**

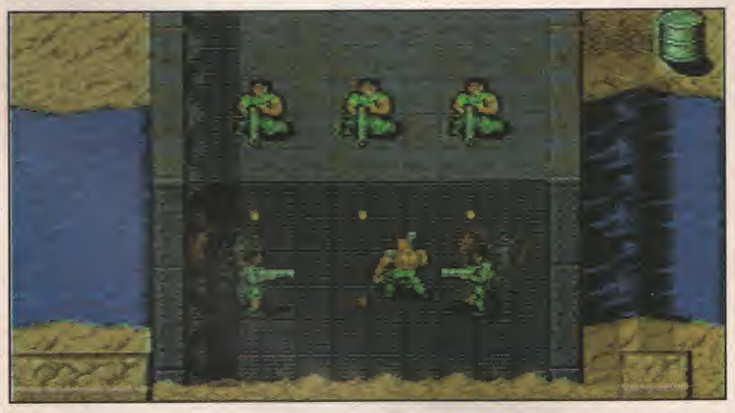
WARZONE

After surviving a night out at The Psychic Pig, Les Ellis learns the true meaning of a warzone

Core Design, who recently announced their departure from platform games, now show us their new direction: shoot-'em-ups. Real imaginative change of direction, guys.

Warzone is set in 1999, and world peace is once again threatened by an unknown enemy force. The enemy's forces have landed at various points around the globe with their mission to overthrow the world's leaders. The allied forces (unfortunately *not* led by Stormin' Norman) have set up a task force to defeat these desperate warriors, and you are to head it. (But if things get a bit panicky you can always call upon the help of a friend who will walk along by your side.) Unfortunately, the enemy forces get wind of your plan and manage to capture every single one of your so-called crack commando group, leaving you alone to battle forth.

Tanks for the memory! Yep, you won't forget this military hardware in a hurry. Our hero storms the bridge single-handedly. The tanks are best avoided if you're battling by yourself. Even with another player, one of you will need a bazooka.



Well, you're not so tough now, are you? Running into the middle of these five, heavily-armed men probably wasn't the best move you could have made. Fast shooting will be needed to get out of this situation and reach the other side of the bridge alive.

The game plays over an *Ikari Warriors*esque landscape, with enemy soldiers and buildings appearing from the top as you scroll the screen towards you. Also popping up every now and then are soldiers tied to wooden stakes. These sad excuses for humanity are actually your comrades who mysteriously disappeared before you set off on your mission. Bump into these guys and you'll miraculously untie them and receive bonus points. Also giving away extra goodies are small boxes which contain things like rocket launchers and homing missiles. Extra health, points, shield, etc can also be picked up by running over the icons on the ground.

The levels represent different areas of the world but the basic objective is the same on all the levels: wipe out the enemy fuel and ammo supplies and destroy the buildings.

At the end of each level you meet a giant fridge! Hah, no you don't, although that would make a change from the predictable enemy hardware that has to be overcome. And generally that's the problem with *Warzone*, it's all a bit too familiar. This makes it very tiresome to play, especially as it's unbelievably difficult. As a revamped *Ikari Warriors*, it stands up quite well – but who really *wants* a revamped *Ikari Warriors*?

ATARI ST — CORE DESIGN — £20.99 ● OUT NOW

AMIGA

GRAPHICS **75%**
✓ Large main warrior sprites.
✓ Huge smooth-scrolling levels.

SOUND **68%**
✗ No in-game music.
✓ Rat-a-tat gunfire with decent effects.

PLAYABILITY **72%**
✗ One-player mode is far too difficult.
✓ Eight long levels; wide range of enemies.

CORE DESIGN — £20.99 ● OUT NOW — **72%**

PRO GAMES

MAIL ORDER
TEL: 081 769 9937
081 769 4688
FAX: 081 664 7239

10 MITCHAM LANE, STREATHAM, LONDON, SW16 6NN

MEGADRIVE GAMEGEAR NEO GEO LYNX AMIGA

FAMICOM PC ENGINE GAMEBOY NINTENDO ATARI ST

MEGADRIVE

Megadrive from £129.95
UK Convertor adapts Japanese games to play on English machines

●

£24.95
DJ Boy, Mega Panel
E-Swat, Ghostbusters.

●

£29.95
Magical Hat, Mickey Mouse, Hellfire, Shadow Dancer, Wonderboy II, Gain Ground, Dynamite Duke.

●

£34.95
Strider, Monster Hunter, Dangerous Seed, Elemental Master, Aero Blasters, Super Air Wolf, Heavy Unit, Musha Aleste
Bonanza Bros

●

£39.95
PGA Tour Golf, Lakers V Celtics Shining & Darkness, Bimini Run.Zero Wing, Fire Mustang

LYNX

Lynx from £99.95
All Games £29.95

●

ENGINE GT £249.95

GAME BOY

Game Boy Tetris Pack £69.95

●

WWF £26.95

●

Fine Fantasy £29.95

●

F1 Race + 4 Player adaptor £29.95.

All other Game Boy games £24.95
Kung Fu Master, Robocop, Batman, Serpent, Dragons Lair, Bubble Bobble, Duck Tales, TMNT, Double Dragon, Operation Contra. R-Type, Rescue of Princess Blobette

●

Carry Cases from £17.95.

FAMICOM

Famicoms from £299.95

●

Games, Ultra Man, Pilots Wings, Great Battle, Mario IIII, F-Zero.

●

Act Raiser, Gradius II, Final Fight, Sim City, Darius Twin, Hole in one Golf

●

Baseball £49.95
R-Type £49.95

NINTENDO

We convert the Nintendo NES to run American games.
Conversion £20.00 + £5.00 P+P

●

Nintendo American games (converted) from £34.95 - £44.95

●

WWF
Super Mario III
Double Dragon
Turtles II
Jackie Chan
Bart Simpson Vs Space Mutants
Mega Man III
Punisher

GAME GEAR

Game Gear from £109.95

●

Games £29.95
Ninja, G Loc, Wonderboy, Mickey Mouse, Dragon Crystal, Baseball, Golf, Psychic World, Devilish.

●

All old games £24.95
Game Gear + Game £129.95

POSTAGE IN LONDON GAME POSTED FREE OF CHARGE. CONSOLE £3

OUTSIDE LONDON GAMES £1 CONSOLES £5

PART EXCHANGE SERVICE AVAILABLE, SECONDHAND GAMES SOLD

CUSTOMERS MUST CHECK THAT THE GAME REQUESTED IS COMPATIBLE WITH THEIR MACHINE

PLEASE MAKE CHEQUES PAYABLE TO PROGAMES

MACHINE SHACK SHOP : 081 769 6401

ARROW FLASH

Bring out Les Ellis; cleans floors in a dash

There are few things in life more annoying than being mistaken for someone else. But this problem has been the bane of the Zorgons' lives. For years people have thought of them as the creature that appeared in Clash of the Titans (a most unfortunate choice of films for a young Harry Hamlin), but now they are out to set the record straight. For the Zorgons are, in fact, a group of the most ruthless and merciless individuals you will ever meet. Now, in an attempt to put their stamp on the crime world, they are to try the most dastardly plot imaginable.

For ages the Zorgons have been planning a raid on top scientist Dr Schwinn's space lab. The aim behind this assault is to capture the time machine on which the doctor has been working. With this in their hands, there is nothing to stop the Zorgons going back in time and changing history to benefit their own megalomanic needs.

However, their recent charges against the heavily armoured buildings proved unsuccessful. The Zorgons then came up with another plan to obtain the machine. They kidnapped the doctor's wife and hoped that he would succumb to their demands. But the doctor wasn't having anything of it, so the Zorgons brutally murdered her in a last, desperate attempt to gain the time machine.

The doctor was normally quite a peaceful chap, but the murder of his wife brought out rage that even he could not contain. So using his immense technical knowledge, the doctor built a ship and armed it with the very latest in combat technology – even the Arrow Flash unit, a device that was previously untested due to its uncontrollable power.

The Zorgons try to get flash with the doctor but he's having none of it as he turns his meek little shuttle craft into a lean, mean killing machine. Make sure that you shoot the red balls before you fly into them to collect the power-ups.

With just fading memories to remind him of his beloved wife, Dr Schwinn jumped into the plush cockpit and vowed to rid the galaxy of the Zorgon crime syndicate. Their immense headquarters lie just five travel zones away from Earth, and each of these areas will need to be passed if you are to stand any chance of penetrating their mighty fortress.

Yet again this game takes the format so familiar on the Mega Drive, that of a horizontally scrolling shoot-'em-up. The game's only merits are that the end of level guardians are particularly strange, and there are only five levels to endure. I have the feeling we haven't seen the last of this genre yet...

Some of the backdrops are real eye-poppers. All of a sudden an easy horizontal level can start scrolling upwards, creating more than a few nightmares for the novice player.

MEGA DRIVE

GRAPHICS **70%**
✗ Headache-enducing backdrops.
✓ Huge end of level bosses; weird sprites.

SOUND **73%**
✓ Pulsating sound effects.
✓ Entertaining background ditty.

PLAYABILITY **74%**
✗ Five main levels present little challenge.
✓ Usual addictive qualities for a sh'mup.

SEGA
£34.99 ● OUT NOW

73%

CRACK DOWN

Julian Boardman asks if the government will produce a policy document on what they are going to do with all these mad scientists before the next General Election

You actually only see the action in one of three sections of the screen. Another section is taken up by your partner when in two-player mode. The remaining third is occupied by the map and status bars for each player

Well, you have to admit that it is getting a bit silly. This must be the 156th mad scientist in the last two years who has fancied a bit of world domination. You'd think they would have learned to spot the tell-tale signs by now: wild grey hair, slightly balding, loose-fitting round-lensed glasses, and leather patches on the elbows of all their jackets. Not difficult to spot, but it looks like bureaucracy gets in the way every time.

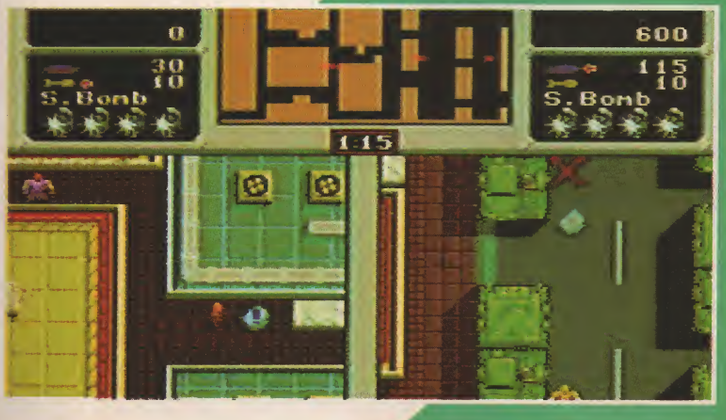
Between each level, a number of narration screens appear to tell the next instalment in the story. Will Mr X, the mad professor, escape? Or can the two brave secret agents plant the bombs in time to destroy his city?

This particular mad scientist, known only as Mr K, had a particular knack for creating robots for the military. They were good ones, too, but he started getting ideas above his station and thought of using his Artificial Life System to his own ends, i.e., wiping out the human lifeforms on the planet and turning the place into his own computerised playground (apparently his girlfriend had just dumped him, and these scientists are terribly emotional).

Some of the later levels use many moving conveyor belts just to make things really difficult. Should you fall off one of these, you will probably plunge to a hideous death.

Mr K (no relation to *Special* K) bunked off his job for a couple of years and started building the first experimental city with government funds – but without their knowledge (shame on him!). However, being a genius he was also a tad absent minded, and he just happened to leave a pile of notes that was almost enough to incriminate himself. Unfortunately, the government couldn't make the charges stick and the professor escaped back into his city to plan more evil deeds. But no-one is above the law, not even in America, and the matter was handed over to the FBI to pursue the matter.

The Bureau decided that there was only one course of action left to them: Mr X and his bastard creation must be destroyed. So the top brass called in Ben and Andy, two of the top secret agents in the land, to handle the contract. Their mission is to penetrate the city, and place deadly Clystron bombs at strategic locations conveniently marked by a huge red X. In doing so, they hope to raze the city and kill Mr X in the process.



A tough nut to crack.

All this amounts to split-screen, top-down action involving following a map, planting the bombs (which are automatically placed) and hugging the walls so as not to get shot. The problem is that as you get further into the city, the maps get more complicated and the robots get stronger and more devious. One of the robots even saws through walls to get to you. Later on, traps begin to appear and you even have to work out the odd little puzzle, e.g., how you might get across a yawning chasm.

It's excellent fun but isn't best suited to the Mega Drive's eight-way joypad. The coin-op on which *Crack Down* is based is getting old now, and the arcade-perfect graphics just remind you of its age. Similarly, the sound isn't stunning, but seems to suit the gameplay nonetheless and comprises many tunes and effects. The strongest element of *Crack Down* is its two-player option, which splits the screen and makes full use of the play area. Here you can have some real fun as both players combine their attack on Mr X's city. Even better is the options screen which allows you to give yourself nine lives and six continues. (I'm just an old cheat at heart.)

Very old, but all the crucial elements are still there.

AMIGA US GOLD £24.99 ● OUT NOW

ATARI ST US GOLD £24.99 ● OUT NOW

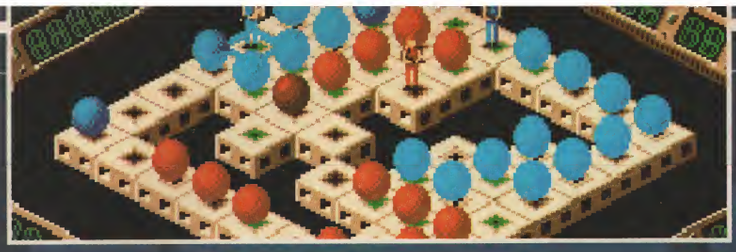
MEGA DRIVE

GRAPHICS **79%**
✗ Little variety within the levels.
✓ Small, active sprites cram the screen.

SOUND **81%**
✗ Poor, muffled speech synthesis.
✓ Heaps of tunes and effects.

PLAYABILITY **78%**
✗ No password system to avoid early levels.
✓ Fun dodging robots and their bullets.

SEGA £34.99 ● OUT NOW **78%**



THE BALL GAME

Les Ellis makes a balls up of yet another puzzle game

ZOO LOOK

Electronic Zoo were set up nearly two years ago. In that time they've managed to release this little collection of "stonkers" to light your fire.

Battle Squadron

Viking Child

Treasure Trap

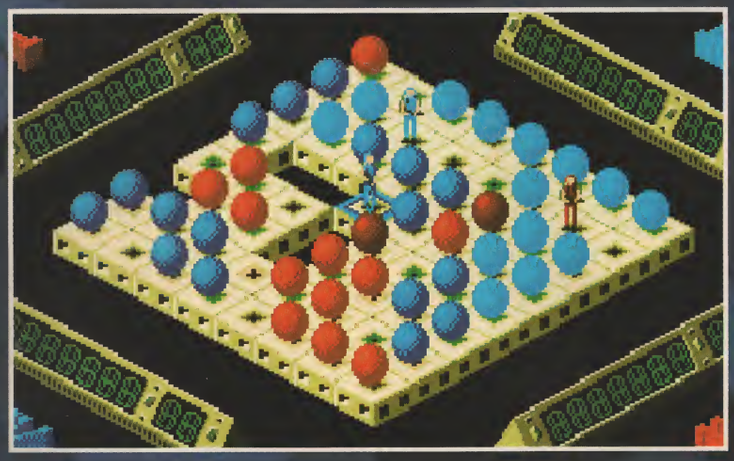
Xiphos

Eco Phantoms

Germ Crazy

The Ball Game

They say that simple is often best. *Tetris*, *Loopz* and even *Kick Off* are all testament to this. Nowadays, every software company has their own simple puzzler: Ocean and US Gold have their *Pangs* and *Vaxines* while Infogrames continue the saga with *Welltris*. Not wanting to be left out of the action, Electronic Zoo have followed like sheep and entered their own contribution to hours of frustration and unleashed *The Ball Game*, a game to enrage even the mildest gamesplayer.



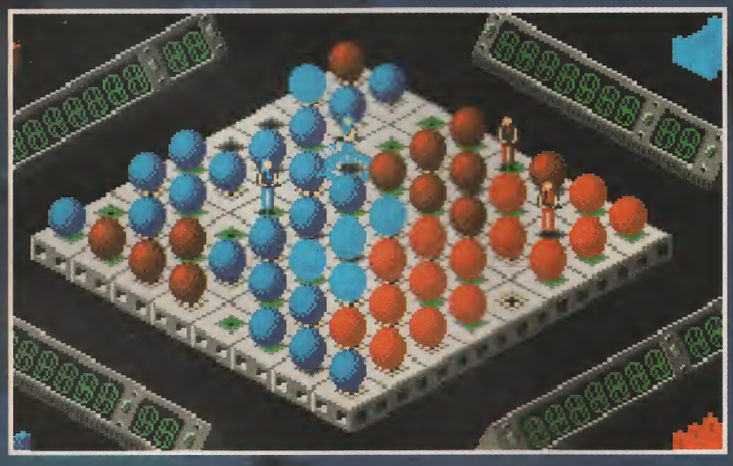
This is the opening grid, and the four players wait in their corners for the action to begin. Any number of the players can be computer-controlled, with their difficulty spanning four levels.

Each player is represented by one of the elements: earth, fire, air or water. Each player's aim is to take a set of balls around a grid, depositing them where possible to cover as much of the whole grid with their colour ball. Sounds simple, but then these games always do.

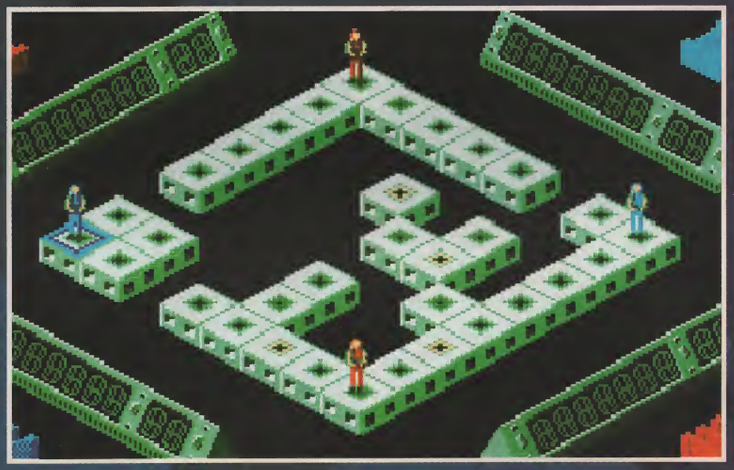
Walking around depositing balls behind you is fun in itself, but the real strategy starts when you encounter an opponent's ball. You now have the choice to either jump the obstructing ball or transport to a random square elsewhere on the grid (obviously, if there's no empty square to jump into, you have to teleport) Jumping is the most important part of the game, as when you land you turn all the balls in squares adjacent to the one you occupy into your colour. Still simple, you may think, but it doesn't stop there.

The confusion continues as each square in the grid contains its own colour. The colour affects the points gained by placing a ball on it. So even though you may occupy the most squares, you may not necessarily have the most points. The game ends, and scores are totalled, when all the squares are full with balls, or there are no spaces left to teleport to. There are 100 differently shaped grids to play over, so you won't be completing this one overnight. There's also a useful option allowing you to go directly to any of the levels, without having to play through the previous ones.

The Ball Game is an interesting concept in puzzle games and one that is executed quite successfully. My only worry is that *The Ball Game* is really a multi-player game, single players would soon get frustrated enough to give up.



The grid is starting to fill up now and every move becomes more important. The light blue player has just made a jump and is busily colouring all the balls surrounding him. The orange player will need to teleport out of his enclosed situation if he's to continue.



There are three methods of control: keyboard, joystick or mouse. The latter is by far the easiest as the game just consists of moving the pointer and clicking on a square. This is level 90.

ATARI ST ELECTRONIC ZOO £25.99 ● OUT NOW

GRAPHICS **65%**
✗ Main characters are too small.
✓ Good 3-D effect on the game grid.

SOUND **63%**
✗ No in-game music.
✓ Loads of decent spot effects.

PLAYABILITY **75%**
✓ 100 directly accessible levels.
✓ A minute to learn, a lifetime to master.

AMIGA ELECTRONIC ZOO £25.99 ● OUT NOW **74%**

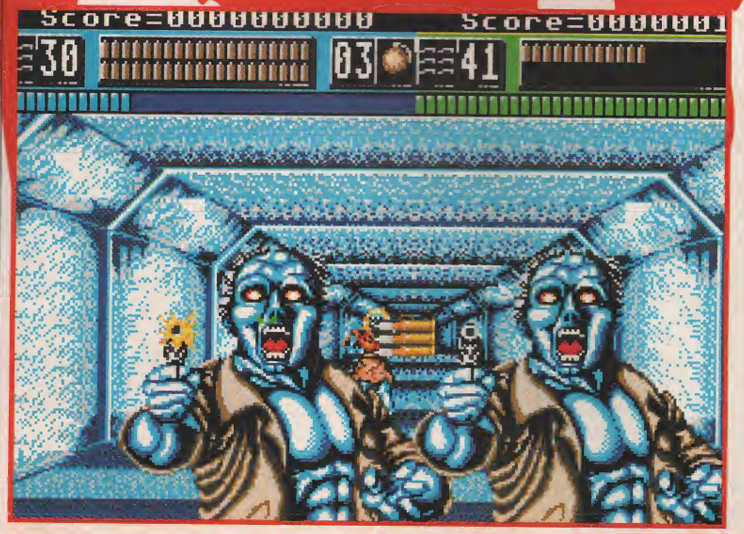
There are acupuncture points on the body for boils, alcoholism and nymphomania.

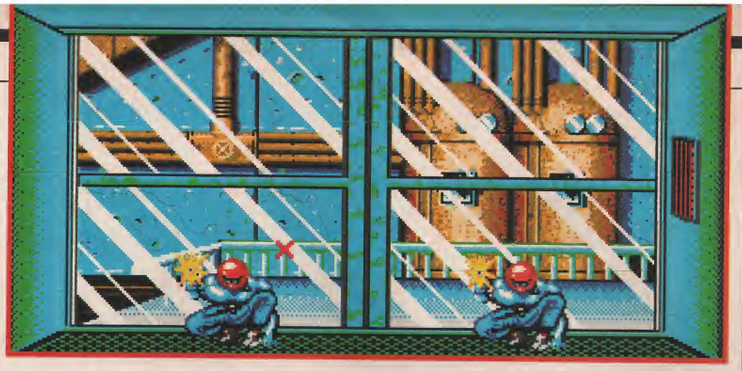
BEAST BUSTERS

Julian Boardman shouted "Who you gonna call?" and no-one answered

This game is basically *Operation Wolf* with zombies. No-one has actually told me why a city has been invaded by zombies, nor why you have been pressed into service as zombie-blaster extraordinaire Miles Hunt. So as Activision have failed to supply me with a scenario, I now present three possibilities. Take your pick!

The subway may look deserted but it will soon be swarming with the undead.





After the subway you have no choice but to take the lift through the shopping mall. The guys in helmets will do their best to stop you, and if they don't, the x million zombies behind them will.

Scenario A

George Romero has gone mad. But having made some shrewd investments on the stock market after the cult successes of his movies featuring zombies, George is now a multi-millionaire. But with wealth often comes loneliness. And with loneliness usually comes insanity. The only person who can now talk to George (without his being thrown into a fit of convulsions) is his witch doctor Zantha. George, according to the witch, subsequently handed over complete control of his estate to Zantha.

Zantha then proceeded to spend all the money on hiring private detectives to chase around the world looking for rare ingredients for a potion. The faithful Zantha felt that, with a concoction of these goodies, she would provide a fitting tribute to George's neglected work: an invasion of zombies.

Meanwhile, Miles Hunt is sunning himself in Birmingham after a long, hard tour of duty trying to fight Johnny Foreigner in the Middle East. Miles is known as one of the bravest men ever to pick up an Uzi. As soon as word reaches him of the zombies' invasion of New York, he offers his services to the US government who are more than aware of his bravery and fighting skill – they know he won't fall apart. He is the only man for the job.

The government kits him out and sends him into the city where he is confronted by the most hideous horde of zombies ever seen.

Scenario B

Birmingham City Council are on strike. Not for three months have the bins been emptied, the roads cleaned, or the graves tended! The occupants of the latter are more than upset at this and take matters into their own dishevelled hands. They raid the local gun shop and begin to take over the city in an attempt to get the striking council workers back to tending their graves. After all, what have they got to lose, they're dead already!

Miles Hunt, the mild-mannered school teacher with military training, falls asleep in the middle of one of his classes. Suddenly, he awakes startled. Before him are empty desks – and outside an empty city. He is alone in a city of undead, only he and the school Uzi (artistic license) stand between the zombies and Birmingham becoming a city full of undead. (Anyone who has been to Birmingham recently will realise that he failed. Whoops – there go all the Birmingham readers.)

Scenario C

It doesn't really matter as all you really need to know is that it is up to you to hide behind a phallic extension of a gun and blow to bits everything you see that has a bit of putrid flesh hanging off.

Action takes place over seven levels of gore-packed machine gun shooting. There's a combination of into-the-screen scrolling, and horizontal and vertical scrolling, as you try to clean the city of all the rotting undeadness. Each of the seven levels ends with a boss zombie, designed to cause maximum disgust as they all have a vom-factor of one million plus.

It can be either one- or two-player as you guide your cursor around the screen carving the zombies in half and picking up supplies à la *Op Wolf*. All of this happens in truly gruesome colours with some quite gory sprites as the zombies get ripped to shreds by your machine gun fire. Escapist hokum, but fun nonetheless.

ATARI ST ACTIVISION £25.99 ● OUT NOW

AMIGA

GRAPHICS **79%**
✗ Naff, repetitive backgrounds.
✓ Very, very gory – even for Les!

SOUND **75%**
✗ The tune leaves much to be desired.
✓ The odd squelch of death adds life(?).

PLAYABILITY **79%**
✗ No variation – just constant shooting.
✓ Combination of scrolling techniques.

ACTIVISION £25.99 ● OUT NOW **79%**

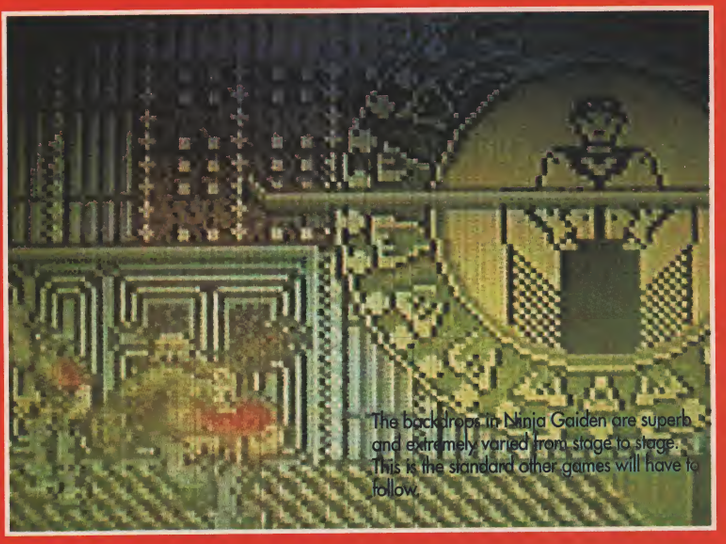
A man's not a man if he doesn't have the beast inside.

NINJA GAIDEN

Les Ellis fights his way through the hottest thing to hit the Lynx since he dropped it on the heater

If the name *Ninja Gaiden* doesn't ring a bell try *Shadow Warriors* – different name, same game. The Tecmo coin-op, *Ninja Gaiden*, was awarded US Arcade Game of the Year in 1990. The computer versions released in the autumn of 1990 gave Ocean a chart-topping hit to contend with. Now there are two console versions coming your way, too: the Nintendo version next month and the long-awaited Lynx version. This is arguably the first major game that Atari have licensed for the Lynx, and could finally establish it as the number one hand-held machine it technically deserves to be. We have the machine, and now we have the software.

It seems that America is relaxing its immigration laws and now allowing any old person to live in the States. Unfortunately for them, the hope that foreign business would relocate has back-fired and allowed many evil and despicable characters into the country.



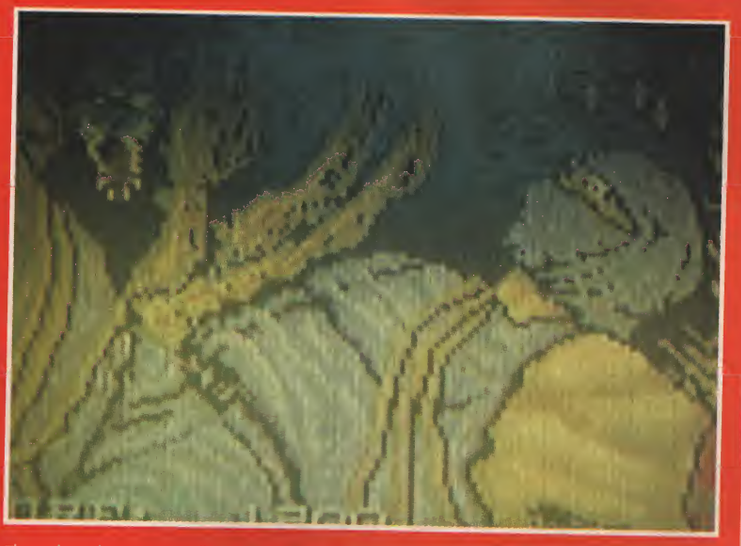
The backdrops in Ninja Gaiden are superb and extremely varied from stage to stage. This is the standard other games will have to follow.

Bored with his life in China, an Oriental demon has arrived in New York with the aim of making it the criminal centre of the world. Being the Big Apple, there are plenty of people around who are more than willing to help him reach his goal. The demon has managed to assemble a team of highly-trained hoods to go about the city spreading crime. Skilled in the martial arts, these bully boys are having no trouble making the streets their own. A new breed of hero is required; big muscles no longer guarantee your safety on the streets.

Meanwhile, back in Japan you are training at your local club, the Ninja Gaiden. However, this is no ordinary club, it is very exclusive and you need very specific qualities to join. To join the Gaiden you must be proficient in the five secret ninjitsu techniques: the triple blow combination, flying neck throw, hang kick, phoenix backflip and tightrope technique.

When the club members hear of the terrible goings-on in New York, they decide that someone from their clan must go to the city and resolve the situation. Due to the members of the Ninja Gaiden being so tough and hard, only one person is needed for the job. It is decided that you, as the most experienced member, should sort

Left: scenes from the second stage in the Lynx version of Ninja Gaiden. Here you come under attack by the gruesome tree-swinging giant. On his own he's dangerous enough, but with his three thug friends alongside, you're going to have to work damn hard to stay alive. During your travels through dangerous downtown New York, you can collect extra energy, lives and time; pick up a very useful sword, and collect bonus points. Most useful is the sword as one swing in the right direction will waste anything in its path. With four or more attackers on you this can prove invaluable. These power-up items can only be collected on smashing the various crates, casks, telephone boxes, tables and other items that lie in your path. You can't break them by punching or kicking, but instead must hurl an enemy in the general direction.



Throughout the game you'll encounter beautiful static screens like the one above and the one to the bottom left of this page. Most impressive is the Continue screen (above) which features a circular saw steadily lowering onto an imprisoned ninja.

out this demon and his henchmen.

Arriving on the American streets, you are immediately attacked by the demon's minions who mistakenly view you as a pushover. But these suckers are in for a shock, as you start to mow your way through their ranks, leaving their dismembered bodies littering the streets. If you manage to kick or punch the bad dudes onto any of the boxes lying around the streets, icons miraculously reveal themselves. By walking into these, you can obtain extra points, lives, energy and swords. The sword is a weapon of awesome power but only lasts for a short time, so use it wisely.

Five sectors of America must be cleared if you're to get to the central headquarters of the Oriental demon. Each sector contains one main hoodlum who has special moves and power requiring a different approach from the last.

Ninja Gaiden is undoubtedly a polished game. The amount and execution of moves is top-notch, making the game a pleasure to watch. The three continues aid your progress through the game, and help even the dumbest of players appreciate the game's content. However, all the bashing and blowing does seem to be a bit random. No real skill is required to get past most hoods (even the level guardians). Whether you actually kill them depends more on the Lynx than on your own gaming prowess.

One major feature that is lacking from this version is the two-player option. While the one-player game is great fun, a two-player simultaneous game (as seen on the 16-bit computer versions) would have done the lastability no end of good. There is no excuse for this on the machine that, more than any other, boasts link-up capabilities.

If you liked the look of the computer versions then you won't be disappointed. Similarly, if you liked the sound of the arcade version, the Lynx supplies the goods. And there's plenty of playability to keep you going until the next major Lynx release.

NES NINTENDO £29.95 ● OUT AUG

ATARI LYNX

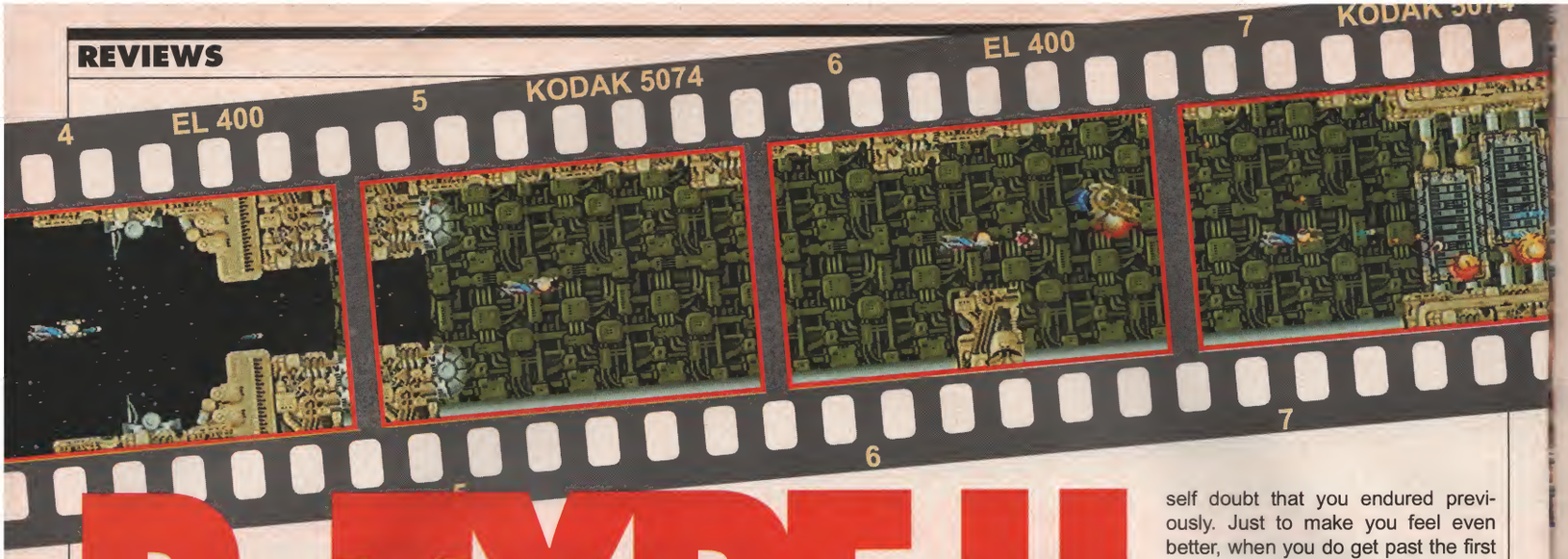
GRAPHICS **93%**
✓ Amazing attention to detail on scenery.
✓ Great continue screen; detailed sprites.

SOUND **85%**
✓ Bashing effects add to the atmosphere...
✓ ...created by the in-game music.

PLAYABILITY **90%**
✗ No two-player link-up!
✓ The best beat-'em-up on the Lynx.

ATARI £29.95 ● OUT JULY **91%**

...which can run up to speeds of 40mph.



R-TYPE II

The game that spawned a thousand clones has now cloned itself. Julian Boardman wonders why it wasn't called S-Type...

The evil Bydo Empire that you so fearlessly despatched back to whence they came has now whenced its way back to hassle the universe once more. It is up to you to jump back in your fully refurbished R-9 fighter and plough through the hordes of evil creatures, robots and other big ugly things that defy description, to the Bydo home planet. When you reach it, you must kick their arses from there to eternity – trying not to get your boot stuck in the process.

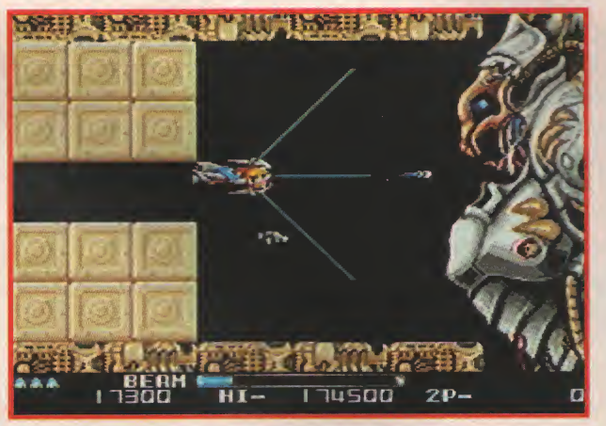
All this high octane no-unleaded-here-thank-you-very-much style action takes place over five levels: the refinery, the underwater cavern, the city, the puzzle level, and the Bydo home planet. Each level has a huge bugger of a guardian at the end of it that is nigh on impossible to kill. By then, of course, you'll have been up and down the stairs three times to retrieve the joystick you have sent sailing out of the window on numerous occasions.

Now I'm not saying that it gets frustrating to the point where you need one of those nice linen jackets with the long sleeves and buckles or anything, but it does take some getting used to. Initially the R-9 moves with what seems like an unprincipled amount of sluggishness, and it takes time to get used to this as well as the unprecedented amount of fire power aimed at you. Hardened shoot-'em-up addicts may not find this too much of a problem, but jack-of-all-trades gamers will find themselves struggling on the first stage!

Once you can regularly get past the first level, the feeling of satisfaction that wells up inside you is worth a lot more than all the hassles and self doubt that you endured previously. Just to make you feel even better, when you do get past the first level the bonus for blowing up the guardian puts you within easy reach of the preset high score.

Graphically, *R-Type II* looks like the two-year-old game it is; some nice detail but the sprites and colours just don't have a modern look to them. The programmers could argue they were being faithful to the coin-op, but it is supposed to be a conversion not a homage.

The sound again lets it down, but all is saved by the gameplay. All the features of the coin-op are here. The much-loved (and much-copied) power-ups – front pod, bounce laser, terrain-huggin' bombs, flame throwers – are all here. This makes the game a cut above the rest in terms of gameplay and at the end of the day brilliant graphics a game do not make.



Just into the cavern on the first level and aliens start to rise from below you. Luckily, you've just picked up that useful nosecone thingy that came in so useful in the first game. Roll on level two...

At last, you've made it onto level two. If you shoot those enemy ships, they will explode into flames. But watch yourself as they fly towards the ground, for they can still take you out.

Just into the cavern on the first level and aliens start to rise from below you. Luckily, you've just picked up that useful nosecone thingy that came in so useful in the first game. Roll on level two...

ATARI ST — ACTIVISION £24.95 ● OUT NOW

AMIGA

GRAPHICS **74%**
✗ Dated and tired sprites.
✓ Good detail on foreground scenery.

SOUND **59%**
✗ Better turned off.
✓ Few effects to dazzle and delight.

PLAYABILITY **87%**
✓ Tough and challenging for most gamers.
✓ Addictive after the initial difficulty shock.

ACTIVISION £24.95 ● OUT NOW **85%**

Why didn't Sharon and Tracey go out with the alien? "Because he wasn't R-Type."

SEGA MASTER SYSTEM PRICE LIST

MASTER SYSTEM	£81.99
MASTER SYSTEM PLUS	£99.99
CONTROL PAD	£ 7.20
QUICKSHOT PYTHON 1	£10.25
QUICKSHOT MAVERICK 1	£16.40
QUICKSHOT FLIGHTGRIP 1	£ 9.25
HANDLE CONTROLLER	£40.99
LIGHT PHASER	£30.99
LIGHT PHASER + CART	£46.15
RAPID FIRE UNIT	£ 6.15
CONTROL STICK	£15.40
MAINS ADAPTOR	£ 7.20
ACES OF ACES	£33.99
ACTION FIGHTER	£13.35
AERIAL ASSAULT	£30.99
AFTERBURNER	£30.99
ALEX KIDD	£25.65
ALEX KIDD-HIGH TECH	£30.99
ALEX KIDD-LOST STARS	£30.99
ALEX KIDD-SHINOBI	£30.99
ALIEN SYNDROME	£30.99
ALTERED BEAST	£30.99
AMERICAN BASEBALL	£30.99
AMERICAN PRO FOOTBALL	£30.99
ASSAULT CITY	£30.99
ASTRO WARRIOR/PITPOT	£25.65
AZTEC ADVENTURE	£13.35
BANK PANIC	£18.45
BASKETBALL NIGHTMARE	£30.99
BATTLE OUT RUN	£30.99
BLACK BELT	£25.65
BLADE EAGLE 3D	£30.99
BOMBER RAID	£30.99
CALIFORNIA GAMES	£30.99
CAPTAIN SILVER	£30.99
CASINO GAMES	£30.99
CHASE HQ	£30.99
CHOPLIFTER	£25.65
CLOUD MASTER	£30.99
COLUMNS	£25.65
CYBER SHINOBI	£30.99
CYBORG HUNTER	£25.65
DEAD ANGLE	£30.99
DICK TRACEY	£30.99
DOUBLE DRAGON	£30.99
DOUBLE HAWK	£30.99
DYNAMITE DUX	£30.99
ENDURO RACER	£10.25
ESWAT	£30.99
F16 FIGHTER	£18.45
FANTASY ZONE	£13.35
FANTASY ZONE TM	£25.65
FANTASY ZONE 11	£25.65
FIRE & FORGET 11	£30.99
GAIN GROUND	£30.99
GALAXY FORCE	£30.99
GAUNTLET	£30.99
GANGSTER TOWN	£25.65
GHOSTBUSTERS	£30.99
GHOST HOUSE	£18.45
GHOULS & GHOSTS	£30.99
GLOBAL DEFENCE	£13.35
GOLDEN AXE	£30.99
GOLDEN AXE HAMMER	£33.99
GOLFMANIA	£33.99
GOLVELLIUS	£30.99
GREAT BASEBALL	£25.65
GREAT BASKETBALL	£25.65
GREAT FOOTBALL	£25.65
GREAT GOLF	£25.65
GREAT VOLLEYBALL	£25.65
HANG ON	£10.25
HEAVYWEIGHT CHAMP	£25.65
IMPOSSIBLE MISSION	£30.99
INDIANA JONES	£30.99
JOE MONTANA FOOTBALL	£30.99
JUNGLE FIGHTER	£30.99
KENSEIDEN	£30.99
KUNG FU KID	£25.65
LORD OF THE SWORD	£30.99
MAZE HUNTER 3D	£30.99
MICKEY MOUSE	£30.99
MIRACLE WARRIOR	£33.99
MISSILE DEFENCE 3D	£30.99
MONOPOLY	£30.99
MOONWALKER	£30.99
MY HERO	£18.45
NINJA	£10.25
OPERATION WOLF	£30.99
OUT RUN	£30.99
OUT RUN 3D	£30.99
PAPERBOY	£30.99
PARLOUR GAMES	£18.45
PENGUIN LAND	£30.99
PHANTASY STAR	£40.99
POSEIDEN WARS 3D	£30.99
POWER STRIKE	£25.65
PRO WRESTLING	£25.65
PSYCHIC WORLD	£30.99
PYSCHO FOX	£30.99
QUARTET	£25.65
R.C. GRAND PRIX	£30.99
R-TYPE	£30.99
RAMBO III	£30.99
RAMPAGE	£30.99
RASTAN	£30.99
RESCUE MISSION	£10.25
SCRAMBLE SPIRITS	£30.99
SECRET COMMAND	£13.35
SHANGHAI	£25.65
SHINOBI	£30.99
SHOOTING GALLERY	£25.65
SHOOTING GAMES	£25.65
SLAP SHOT	£30.99
SPACE HARRIER	£30.99
SPACE HARRIER 3D	£30.99
SPELLCASTER	£30.99
SPY VS SPY	£18.45
SUBMARINE ATTACK	£30.99
SUPER MONACO GRAND PRIX	£30.99
SUPER REAL BASKETBALL	£25.65
SUPER TENNIS	£10.25
TEDDY BOY	£10.25
TENNIS ACE	£30.99
THUNDERBLADE	£30.99
TIME SOLDIERS	£30.99
TRANSBOT	£10.25
ULTIMA IV	£40.99
VIGILANTE	£30.99
WANTED	£25.65
WONDERBOY	£25.65
WONDERBOY-MON/LAND	£30.99
WONDERBOY III	£30.99
WORLD CUP ITALIA 90	£25.65
WORLD GAMES	£25.65
WORLD GRAND PRIX	£13.35
WORLD SOCCER	£25.65
Y'S	£33.99
ZAXXON 3D	£30.99
ZILLION	£25.65
ZILLION II	£25.65

SEGA MEGADRIVE PRICE LIST

MEGADRIVE	£189.99
POWERBASE CONVERTOR	£30.99
ARCADE POWER STICK	£35.99
AUDIO-VIDEO CABLE	£8.20
CONTROL PAD	£15.40
AFTERBURNER II	£35.99
ALEX KIDD-ENCH. CASTLE	£30.99
ALTERED BEAST	£35.99
ARNOLD PALMER T.GOLF	£35.99
BATTLE SQUADRON	£40.99
BUDOKAN	£40.99
CRACKDOWN	£35.99
COLUMNS	£30.99
CYBERBALL	£35.99
DYNAMITE DUKE	£35.99
ESWAT	£35.99
GAINGROUND	£35.99
GHOSTBUSTERS	£35.99
FORGOTTEN WORLDS	£35.99
GHOULS N GHOSTS	£46.15
GOLDEN AXE	£35.99
HERZOG ZWIE	£35.99
J. MADDENS AMERICAN F.BALL	£40.99
JAMES POND	£40.99
LAST BATTLE	£35.99
MICKEY MOUSE	£40.99
MOONWALKER	£35.99
MYSTIC DEFENDER	£35.99
P.G.A TOUR GOLF	£40.99
RAMBO III	£30.99
PHANTASY STAR II	£61.50
POPULOUS	£40.99
REVENGE OF SHINOBI	£35.99
SHADOW DANCER	£35.99
STRIDER	£46.15
SPACE HARRIER II	£35.99
SUPER HANG ON	£35.99
SUPER LEAGUE BASEBALL	£35.99
SUPER MONACO G.P	£35.99
SUPER REAL BASKETBALL	£35.99
SUPER THUNDERBLADE	£35.99
SWORD OF THE VERMILLION	£51.25
SWORD OF THE SODAN	£40.99
THUNDERFORCE II	£35.99
TRUXTON	£35.99
TWIN HAWK	£35.99
WONDERBOY III MON. LAIR	£35.99
WORLD CUP ITALIA 90	£30.99
ZANY GOLF	£40.99
ZOOM	£30.99
ELIMINATOR CLEANING KIT	£11.99

ALL ORDERS WILL BE SENT ASAP PRICES INCLUDE VAT. PLEASE SEND PAYMENT WITH ORDER ADD £2 FOR DELIVERY

TV GAMES
THE SEGA SHOP

OUR SHOP IS NOW OPEN

11 CASTLE PARADE, EWELL BY-PASS, EWELL, SURREY KT17 2PR
TEL: 081 786 7816 FAX: 081 786 7192
MOBILE: 0831 520474

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

import

AUGUSTA NATIONAL GOLF

NINTENDO ● £45

There are now two golf games for the Famicom, *Hole in One Golf* and *Augusta*. The former has yet to reach these shores, so until we get the chance to weigh up the competitors, I'm sure all Super Famicom owners will be more than happy with the latter.

As the title suggests, the game is played on America's world-renowned national golf course of Augusta. The designers have gone to great lengths to inform us of the accuracy of the course, with photographs of each hole and overhead shots of the whole course. Of course, the programmers should have realised that 99.9% of the buyers won't have the slightest idea if the course is 100% accurate or not. But due to the large number of people involved in the *Augusta* project, the programmers could afford the luxury of time and have devoted many months to compiling course data.

The game follows the familiar format of selecting shot direction, club and stance. Then control switches to a small, circular meter which determines the power of the stroke. As soon as that's set, a small dot progress from left to right down a golf ball. This allows you to set the slice/hook and whether you chip or top the ball. Obviously, it takes a lot of skill to master both these meters, and until then you will find yourself hitting the ball all over the course. This game is certainly not easy.

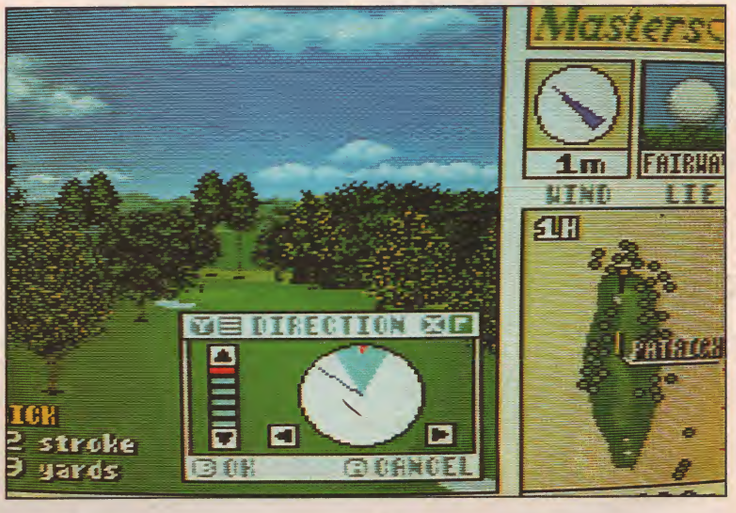
The course is something special. It is constructed using the Super Famicom's innovative Polysys chip, a special integrated 3-D processor which creates every view of the course from the co-ordinates given to it. This means there is no re-drawing of holes as such, although the screen does take a small amount of time to flash the whole picture onto the screen if you move from the normal viewing angle. Each of the holes is packed with scenery, like trees and bunkers, which makes the graphics all the more impressive.

Once you've progressed up the fairway, you will eventually reach the green. Here again, the game uses a neat graphical approach to help you view the contours of the ground. Before each shot a wireframe view of the green is displayed, similar to that in *PGA Tour Golf*. When you do finally get the little white ball down the hole, you will hear the best sound effect of the game as the ball bobbles into the ground. Sadly, this and the water splosh are the only decent bits of sound in the game, which for instance, you can choose to preview the whole course in the wireframe contours mode. Or, perhaps, you might like a bit of advice from a pro – although it's all in Japanese.

As well as being the most detailed golf sim I've seen, *Augusta* also plays brilliantly. The graphics of the players are incredibly lifelike and combine well with the detailed backdrops. There are also some great digitised screens of the clubhouse etc, which only enhance the atmosphere.

If you've wanted a decent golfing game for your Super Famicom, you could do a lot worse than *August National Golf*. I can't wait to see what *Hole in One* does to compete with this.

SUPER FAMICOM 96%



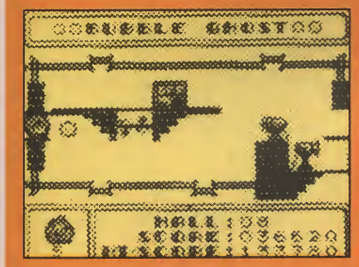
These outstanding graphics are produced using the Super Famicom's Polysys 3-D graphics chip. Just pop in a few co-ordinates and leave the SF to do the rest for you. Many people think cities of the future will be designed using this technique.

Atlanta National Golf is the first of the golfing games to appear on the SF. It sets a high standard for others to follow.

BUBBLE GHOST

FCI/PONY ● £25

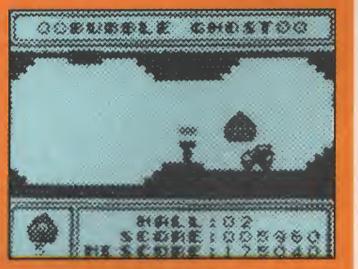
Here's the Game Boy conversion of that Infogrames classic *Bubble Ghost*. The idea is to guide a very delicate bubble through 35 rooms



of a haunted mansion. This may sound easy, but there are a few drawbacks. The main one being the fact that if your bubble touches anything it will burst, losing you one of your five lives.

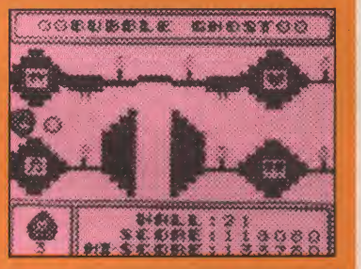
In order to manoeuvre the bubble, you – the ghost – must blow on it in any one of eight directions. The power of your puff is varied by the length of time you hold down the button.

Each level contains its own treacherous traps, whether they be fans that just blow your bubble off course, or candles that pop it for good. Every level has to be completed within a time limit, so careful planning is needed *before* you set off across the screen. This all



makes for a very frantic game.

Bubble Ghost is an ideal candidate for conversion to the Game Boy. The mix of puzzles and arcade action makes the game very addictive. The graphics are detailed



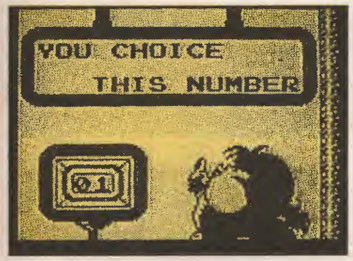
enough, and don't suffer from the Game Boy's lack of colour. The only blemish on this otherwise perfect game is the slightly ropey sound. With 35 rooms and no password system, you won't be completing this game overnight.

GAME BOY **84%**

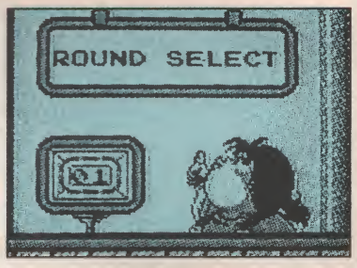
ICEBOUND

HUMAN ● £20

I don't believe it! The Japanese have actually thought up an idea for an original, albeit weird, game. The object is to slide around an icy court,

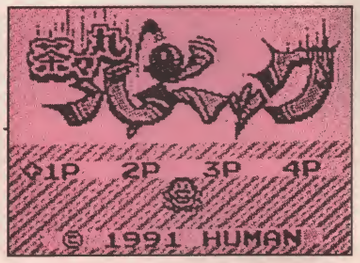


knocking over panels that surround the pitch. These panels are very bouncy and as soon as you touch



them, you hurtle across to the other side of the screen. But all this hurtling about is very dangerous, for if you fall off the court into the water, you will most certainly die from hypothermia.

To make life worse there is also a strange nasty who looks like a tomato with a moustache! If you touch him, he causes you to go shooting off in any direction. Pick-ups also appear from time to time. Usually these give



you extra points, but if you're lucky you might get an extra life or invincibility.

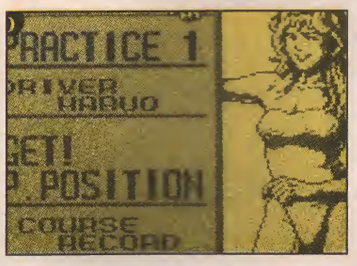
This is one of the few games that supports the new Game Boy four-player adapter (check out Narly Nintendo in issue four for more info) – and it certainly increases the fun. In one-player mode the game is nothing above ordinary; the graphics are bland with little detail. In multi-player mode the game takes a new form; the action is fun, fast and furious! Well worth the money if you can persuade your mates to buy it too.

GAME BOY **70%**

FASTEST LAP

VAP ● £20

Fastest Lap is the Game Boy's answer to *Moto Roader*. In other words, it's a top-down racer that has

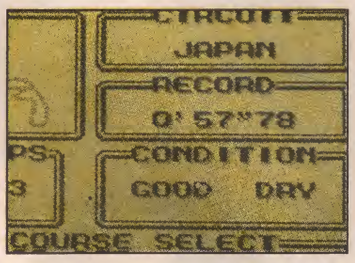


you screaming around a Grand Prix circuit at break-neck speeds.

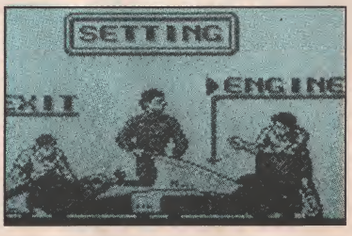
At the start of the game, you have the option to change all manner of parameters like the weather conditions, sponsor, track and control method. Then it's onto the track for a couple of practice laps to determine your starting position for the big race.

The races consist of three or four laps. If at any time you get a problem with the car, you can pull into the pits and have it checked out. However, this costs you time and sometimes your position in the race.

The scrolling in *Fastest Lap* is some of the smoothest I have experienced on the Game Boy. Yet the action is still very quick, so speed

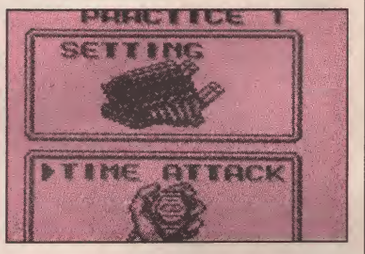


merchants shouldn't be disappointed. The game is also well presented, with some superbly drawn and highly-detailed intermission screens.



There is also a two-player option, so you can race against your buddy if they also happen to purchase the cart.

If you're after a good Grand Prix game, you will find no better on the Game Boy than *Fastest Lap*.



GAME BOY **80%**

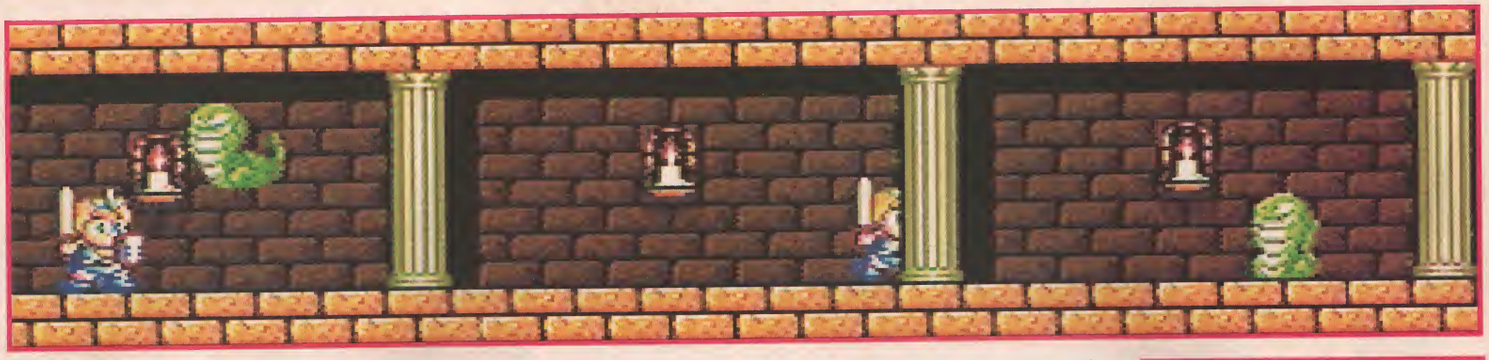
RAPID ROMS

Our eternal thanks and gratitude go to Console Concepts and North Eastern Consoles for whisking us all the best games from overseas. If you're like us and can't wait for games through the "official" channels, you can reach a world-wide market of games through...

Console Concepts, The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel (0782) 712759.

North Eastern Consoles, Unit 9, Front Street, Wheatley Hill, Co. Durham. Tel: (0429) 820830.

import *vb*: to buy or bring in (goods and services) from a foreign country.

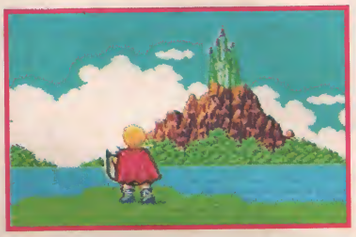


ADVENTURE ISLAND

HUDSON SOFT ● £30

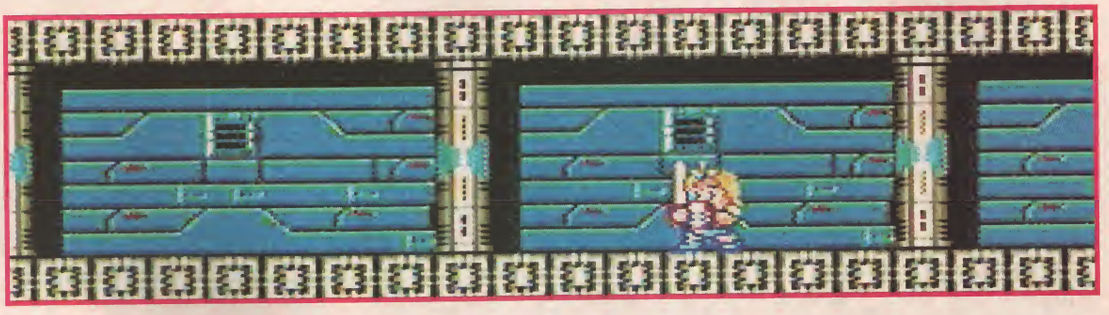
Don't be fooled by the name, this is *Wonder Boy 3* (although not the arcade version as seen on the CD-ROM version)! For those of you who don't know, the Wonder Boy style of gameplay is very simple yet very addictive.

You start the game as plain old Wonder Boy, armed only with a sword and his trusty shield. You must run along jumping and bashing baddies and find your way to the end of the level. This may sound easy, but believe me it isn't.



There are many elements to *Adventure Island* which make it much more complicated than your average console arcade adventure. All the levels are run along a horizontal landscape – inside and out – but have various doors scattered along them to confuse matters. If you enter the wrong door you could find yourself going round in circles!

It has been said that simple ideas are often the best, which is certainly true for *Adventure Island*. The old running/bashing/jumping style of game never really tires and is still just as addictive today as it was when it first appeared (in 1832). Although the graphics are a little blocky, they are bright and suit the game perfectly. The scrolling is very smooth and fast, but it's a pity that it's not parallax. The music, however, is excellent throughout the game and worth listening to through some headphones if you have a GT. *Adventure Island* is a great game that should keep you playing for weeks.



Some baddies drop power-ups when you kill them, but more often than not they leave coins. These coins can be used to buy better armour, extra energy, new weapons and extra lives at the shops you encounter on your journey. At the end of each level there is a huge

PC ENGINE 80%

ULTRAMAN

£40 ● BANDAI

Remember those old Japanese monster movies that were made on a budget of 50p? Well here's a game based on those movies. It stars the greatest hero of them all: Ultraman. (No, I've never heard of him either.)

Ultraman is this strange chap who dresses up in a silver suit with red Y-fronts over the top. For fun, this party animal travels around Japan beating up monsters who he sees disturbing the peace. Sadly, this simple and uninspiring plot is just an excuse for a one-on-one beat-'em-up.

Before you enter the level, you are shown what monster you will encounter, along with his weight and height. Then it's onto the fighting action, which is viewed side-on across a horizontally scrolling play area. As you walk from left to right, the background changes with each different character you encounter.

As Ultraman, you then proceed to kick the insides out of any bad monsters you encounter. The big guy has quite a large variety of moves, so disposing of them shouldn't present a problem. His full armoury consists of jump, super jump, punch, kick, laser, body slam, chop

and shield. By far the best of these is the shield, which not only protects you against enemy fire, it also deflects it back at your opponent.

There are only ten monsters to encounter, although each is very difficult to beat. But, in anyone's book, ten monsters is not many – especially on the Super Famicom.

Ultraman is a great disappointment. Like the old Jap monster films, the game seems to have been produced on a very low budget. The graphics are not particularly well drawn, although the scrolling is smooth and fast. The backgrounds are dull with little detail, and fail to set any atmosphere.

It is clear that *Ultraman* doesn't exploit even half of the Super Famicom's capabilities. However, this is not the main problem of the game, it is the playability that is dull and holds no redeeming features. If the temptation of bashing monsters is too much for you to resist, and you do buy *Ultraman*, you'll be glad to hear that there's some fabulous music in which you can drown your sorrows.

If you want a beat-'em-up, stick with *Final Fight*.

SUPER FAMICOM 50%

The first breath is the beginning of death.

KA-GE-KI

HOT B ● £35

Boxing's a funny 'ol game, innit, Harry? Two blokes trapped in a ring, with only one aim – to leave the ring alive! But *Ka-Ge-Ki* isn't your normal, everyday boxing game. There are no rings, no gloves and not much of a referee either.

Ka-Ge-Ki takes place in an eight storey building. On each of the eight floors, there is a different opponent for you to fight. These range from a seven stone weakling on level one to a ball and chain-wielding maniac on level eight. You only have three moves open to you in the fights: jump, normal punch and a super-powered jab. These can be enhanced if you pick up the boxing glove that occasionally appears on the screen.

Ka-Ge-Ki is a great game. The eight-way scrolling works very well and the graphics throughout are well drawn and detailed. A special mention must also go to the sprites, which are very comical with their big heads and tiny bodies. In fact, the whole game is full of humorous touches, e.g., the loser of the match gets unceremoniously dumped down a manhole!

Sound keeps up to the standard of the graphics. There is some great music, generously interspersed with hilarious Japanese speech. My only gripe is the absence of a two-player mode and a few more levels. But other than that, *Ka-Ge-Ki* is well worth the asking price and deserves a place in any Mega Drive owner's collection.

MEGA DRIVE **86%**

BONANZA BROS

SEGA ● £35

Wow! Stands back in amazement! An original idea for a Mega Drive game! Well, okay, technically it's a conversion of the brill coin-op from Sega, but it still makes a change nonetheless.

You take the role of a petty thief who has just escaped from prison and is after all the swag he can lay his hands on. This means creeping around the corridors of various loot-worthy buildings like casinos, banks and even the Royal Mint!

The buildings are well guarded with security men and robot sentries. These must be avoided by hiding behind objects like filing cabinets and one-armed bandits. You do carry a gun but this only immobilises the guards for a short period. The gun is best used in emergencies, though, as it draws attention to yourself and so can be fatal.

Before you enter the building, you are told how much loot you must recover and where it is hidden. After finding it all, you must make your way to the exit, which is normally found on the roof of the building. Some of the buildings are very large and incorporate many things that can help you on your way, e.g., there are springs that can help you reach higher platforms and a rope slide that takes you to another part of the level.

This makes a refreshing change from shoot-'em-ups! *Bonanza Bros* is great fun to play, and has an addictive mix of puzzle and arcade action. The graphics are a little blocky, but brightly coloured and overall very similar to the coin-op. The sprites are well drawn and very comical – especially the guards as they pop out from behind a wall and look around in desperation!

There is also a two-player game in *Bonanza Bros*, which is highly enjoyable and will have you and your mate looting well into the wee hours... The only thing that lets *Bonanza Bros* down is the wishy-washy sound effects, but this aside it is a great game and well worth saving your pennies for.

MEGA DRIVE **80%**

The first known tomatoes came from Italy in 1550.

DWM

CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)

7 DAY HIRE PERIOD

HIRE ANY TITLE FOR ONLY

SUPER FAMICOM - £3.50
SEGA MEGADRIVE - £3.00
PC ENGINE - £3.00
GAMEBOY - £2.50
ATARI LYNX - £2.50
SEGA GAME GEAR - £2.50

SECOND HAND GAMES WANTED

PLEASE SEND ME YOUR INFORMATION PACK

NAME .....

ADDRESS.....

.....

.....POSTCODE.....

I OWN THE FOLLOWING CONSOLES

.....

DWM, 122 STRATHERN ROAD, DUNDEE, DD5 1JW.
TEL. 0382 74912. FAX. 0382 77709.

Where can I get **Game Boy, Genesis, Nintendo, Turbo Grafx, Neo Geo, Lynx** and more for prices 50% less than what I'm paying now?

Buy calling **The Ultimate Game Club** and getting American Games at American Prices; For example:

Video System	Avg Price in Pounds Per Game	Per System	# Games Avail	Adapter to Play on UK?
Nintendo	$15-30	NA	400	Yes -$25
Game Boy	$12.50-15	$45	100	No
Lynx	$17.50-20	$50	25	NA
Sega 8-Bit	$15-25	NA	100	NA
Genesis	$15-35	NA	60	No
Mega Drive	$20-30	$85	100	Yes- $15
Turbo Grafx	$15-35	NA	60	Yes- $25
PC Engine	$20-30	$95	200	No
Neo Geo	$100	$225 RGB	12	No
Game Gear	$15-20	$80	5	No

And the best part about it is that all games from the USA play in English and have English instructions- perfect for RPG fans.

Approximate shipping costs for fast 2 day service (UPS Blue or Fedx) is $20 for the 1st game, $2 each additional. For 5-10 day service US Mail is $10 for the 1st and $1.50 for each additional. Customs duty is 15% on your total order not including postage. You do not pay us the customs!

A Genesis game is the American version of a Mega Drive game. A Turbo Grafx is the US Version of PC Engine. All other games are the same as the European version. The benefit of from us is 1) Pay 50% less for games. 2) Availability of 100s of more American games unavailable in Europe. 3) The games are released officially in the USA 1st, so now you can get them light years before the rest of Europe. Need we say more!

We also wholesale games for 10-30% less than the prices in this ad to shops and distributors in Europe. But you must be a registered business to buy wholesale

For **Retail** sale call **The Ultimate Game Club:** 010-1-203-388-6741.
For **Wholesale** call **Direct Distributors:** 010-1-203-395-0851.
Our **Fax # for both**: 010-1-203-388-0084.

Address for Retail:
Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT. 06475

Address for Wholesale:
Direct Distributors
1491 Boston Post Road
Old Saybrook, CT 06475

We accept bank cheque, wire transfer, Mastercard, Visa, Discover, & American Express in US Dollars only. Your bank will convert this at no extra charge.

SUPER FAMICOM

WANT ONE?

THEN

RING, RING, AND WIN

CALL

0898 884453

IT'S JUST SO SIMPLE

34p per min cheap rate, 45p all other times

SUPER FAMICOM

QuickShot®
by Bondwell

FOR YOUR *BEST* SHOT!

PYTHON 1 - QS 130F
BioGrip control and deluxe digital response plus high-speed auto-fire and dual triggers. Compatible with most video game systems.*

PYTHON 3 - QS 135
Precision performance for Sega GENESIS 16-bit video game systems.

APACHE - QS 131
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.

MAVERICK - QS 128F
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.*

STARFIGHTER - QS 127
Far and away the most versatile remote controller, effective at 20 feet, compatible with most video game systems.*

FLIGHTGRIP - QS 129F
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.*

INSIST ON QUICKSHOT... THE GENUINE PIECE

by Bondwell®

QuickShot® 25,000,000 JOYSTICKS SOLD WORLDWIDE

Available at most major department stores and computer dealers.

*Sega, Atari, Commodore, MSX and Amstrad

BUDGET BLITZ

Thatcher took his advice to quit, Major took his advice to scrap the poll tax, Prescott took his advice to act like a prat, now Sir Ivor Tightwallet asks you to take his advice on the latest high-value, low-price releases

NORTH AND SOUTH

ACTION 16 ● £7.99

War games on budget? Sounds enough to send any "normal" computer gamer into shivers. But wait, *North and South* is different. For a start, it's fun to play. Yes, that's right, FUN. None of this unit strength, position and tactics rubbish. Just move your armies around and attack whoever you like. *North and South* heralded a new age in "war" games when it was originally released by Infogrames in 1989.

The game centres around the American Civil war of the late 1800s. The war has been raging and the two sides – the Union from the north and the Confederates from the south – have their battle lines drawn. The Northerners are against slavery, The Dukes of Hazard and spitting tobacco in public places – ie: everything that the Southerners love. As in the original battle, the Union in *North and South* wear blue, the Confederates grey (or gray, if you prefer).

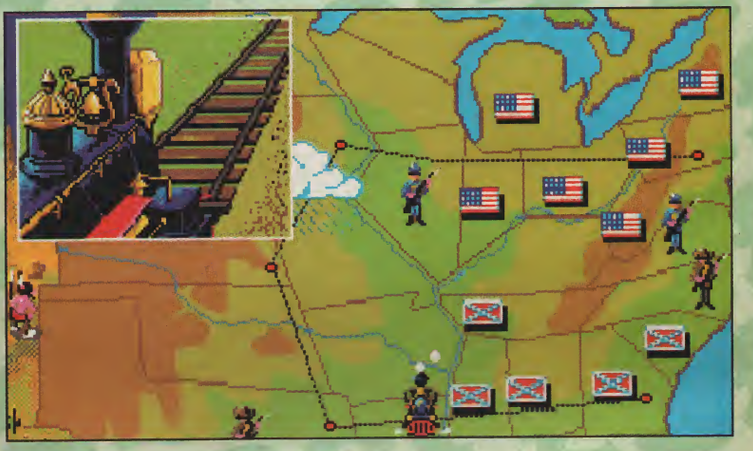
The main screen shows a map of America, divided up into states. Your armies are each represented by a large soldier wearing your colours. These huge soldiers can be moved around the map to help you gain as much territory as possible. Although, your main aim is not territory but to knock off your opponent's armies. But by taking certain states, you will gain access to the port (from which comes extra men) and the railways (which carry trains loaded with money to recruit new men).

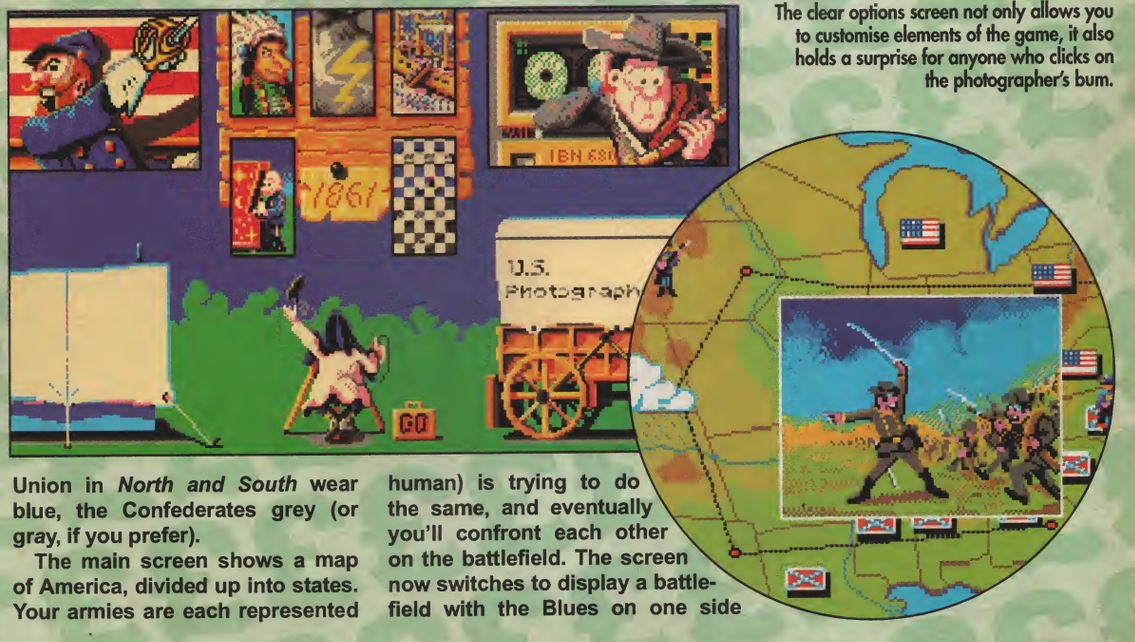
Of course, all the time your opponent (either computer or human) is trying to do the same, and eventually you'll confront each other on the battlefield. The screen now switches to display a battlefield with the Blues on one side facing the Greys on the other. Your armies consist of artillery, cavalry and infantry. The winner is simply the side with any men left standing.

Various elements can be implemented to add random third party intervention in the war – storms can stop you from moving armies, or Indians may attack if you stray into their land.

The whole game is smothered with some unique cartoon presentation. For people with an appetite for sound, there's an abundance of super tunes and effects. Do your bit for foreign affairs: go to your British shop to buy this French game about an American war.

AMIGA 89%
ATARI ST 88%





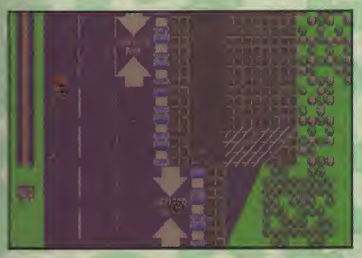
The clear options screen not only allows you to customise elements of the game, it also holds a surprise for anyone who clicks on the photographer's bum.

Q: What is large and grey, and lives in Honolulu?

APB

RESPRAY ● £7.99

APB has certainly given Domark their money's worth. It started out way back as a full price game. Then the Tengen coin-op featured on the TNT compilation, followed



At the start of every day, your sergeant gives you a mission briefing: this is the bad guy, that's the car he'll be driving, now go and get him. And, hey, let's be careful out there.

by another anthologic appearance on The Winning Team. And if you still haven't bought the game, here's another chance for you to get it on its own at £7.99.

You play the role of an honest cop trying to clean up the city streets. At the start of each day, your chief gives you a special assignment – ranging from arresting road cones (?) to chasing hookers and road hogs. You get around the city in a blue and white police car, viewed from above. Collisions and failing to meet your tasks result in demerits; too many demerits and you get the sack. Initially, this game is very inviting, featuring both funny and addictive elements. But this attraction only lasts a short while, as the game soon becomes very repetitive.

AMIGA 78%
ATARI ST 75%

SECONDS OUT

POCKET POWER ● £2.99

That's right, three measly quid for a game. Now I know I advised everyone to tighten their budgets, but this is taking the mickey. The disks are packed in a super-thin plastic case, which is not only cheap to produce, but also fits quite nicely in a disk box. All the Pocket Power games come with instructions, although most of the

HARD DRIVIN'

RESPRAY ● £7.99

Who hasn't heard of *Hard Drivin'*? This too has done the rounds of the compilation market, and if you haven't got it by now, you probably don't want it. Still, Domark reckon there are a few people out there who might be tempted by its attractive £7.99 price tag.

At full price, the game was more famous for its bugs than for the fast moving 3-D graphics and addictive racing action. The basics are this: you must race around two tracks in a fast enough time to take on the Photon Phantom in a final race to decide the best of the best. The two tracks are a fairly boring speed track and a stunt track.

The game was originally designed as a professional driving simulator, which explains the superb perspective and car control. The novel (in its time) use of 3-D filled polygons adds an element of realism, as opposed to the normal top-down view of games like *Super Cars*. Even with loads of bugs, the game is still very playable and exhilarating (especially so on the Atari TT on which is runs about fives times as fast!).

AMIGA 80%
ATARI ST 79%

games are so simple you don't need them.

But these cheap games have one major drawback – they aren't very good. Still, you get what you pay for, and three quid isn't very much and that's what you get – not very much.

Seconds Out, for example, is a boxing game. You view from behind you player, as popularised by *Frank Bruno's Boxing*. Which is okay till you discover how easy the game is to play, and why the five opponents aren't even worth £2.99. Visually, it's a disgrace, with appalling boxers' pictures, and aurally the game fails to reach any higher standard.

But this price does make games more accessible to those on a small budget, and you could always wipe the disk.

AMIGA 58%
ATARI ST 52%

XENON II

MIRROR IMAGE ● £9.99

I featured the original *Xenon* in issue seven, so it comes as quite a (welcome) surprise to find the sequel rereleased just three months later. The game picked up numerous awards two years ago, not least of all for its pounding soundtrack by Bomb the Bass.

Xenon II takes the original vertically scrolling extravaganza, adds stunning sound effects, great graphics, and an unhealthy amount of firepower, and conjures up what could be the best budget shoot-'em-up around (opposed only by *Silkworm*).

You must guide your ship through the five levels, taking care to avoid or preferably blast the enemy ships. Some will leave money icons that can be used at the midsection shop to purchase energy or more powerful weapons. Other ships will drop icons that are of a more immediate use like energy and speed. Each level is completed only after taking on some of the ugliest end-of-level guardians you have ever seen.

The real fun is had when you save up loads of money and visit the shop. From here you can purchase some absolutely awesome weaponry, from mines and lasers to Super Nashwam Power which fires all the weapons at once.

A sure-fire hit and an absolute must for every 16-bit owner. The best budget game of 1991 – and it's only June.

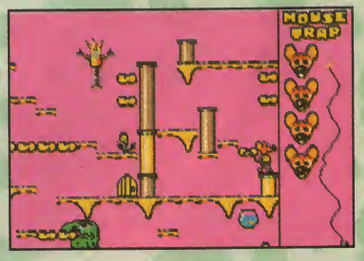
AMIGA 90%
ATARI ST 90%

A: A lost elephant.

MOUSE TRAP

POCKET POWER ● £2.99

Another one of the three quid "efforts" from Prism's cheapy label. *Mouse Trap* is an old style platform game, from the genre that brought you *Manic Miner*, *Trolley Wally*, *Monty Mole*, *Jet Set Willy* and millions of other frustrating pixel-perfect jumping games.



Marvin the Mouse has had his girlfriend leave him because he was nothing more than a scrounger and scavenger. In order to win back the love of his life, Marvin has decided to put his skills to good use and make a fortune from scavenging. You play Marvin and must guide him through all the levels to collect his fortune. With dated graphics and poor sound, this game just goes to show that women aren't *always* worth chasing after.

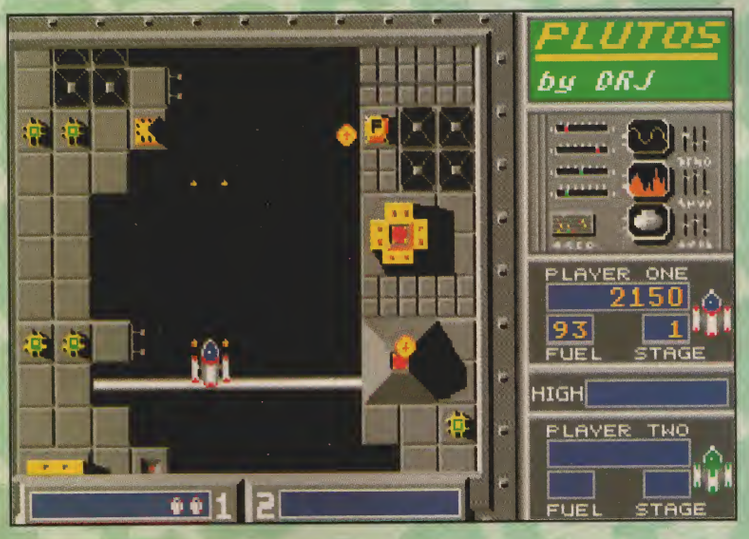
AMIGA 35%
ATARI ST 37%

PLUTOS

POCKET POWER ● £2.99

***Plutos* is a vertical space shoot-'em-up. And that's about all I can say about it without speaking of it unfavourably. Everything about *Plutos* is, well, about as attractive as Neil Kinnock's head.**

For a start, the play area takes up only half the screen. The sprites are small. The sound is terrible. The gameplay is non-existent. The content is all fairly familiar, with the usual power-ups and level guardians. The two-player option could have added a bit of fun, but even simultaneous play fails to excite.



Shoot the F icon to get the extra fuel needed to complete the later levels. *Plutos* looks so naff, it is unbelievable. Just blast everything that moves and everything that doesn't.

The concept of games at such a small price is still quite hard to grasp. All the Pocket Power games wouldn't stand a chance at £7.99, but at three pound it's like renting a video out (except a video lasts longer and has better graphics and sound).

AMIGA 55%
ATARI ST 57%

BUDGET BITZ

★ Electronic Arts received the budget game of the year last year with *Interceptor*, now they are adding to their extensive budget range with *Budokan* (Amiga, PC), *Escape From Hell* (PC), *Ferrari Formula 1* (Amiga, Atari ST, PC), *Flood* (Amiga, Atari ST), *Hound of Shadow* (Amiga, Atari ST, PC), *Projectyle* (Amiga, Atari ST) and *Starflight* (Amiga, Atari ST, PC). They are all available now for £10.99.

★ Strategy fans will be pleased to hear that two compilations are coming from SSI/US Gold. *Phantasie Bonus Edition* contains *Phantasie*, *Phantasie III* and *Wizard's Crown*. *Roadwar Bonus Edition* contains *Roadwar 2000*, *Roadwar Europa* and *Wargame Construction Kit*. Both are already out on Amiga and PC, with ST versions due later in the year. All will retail at £30.99.

★ French company Infogrames are releasing *High Energy 2* containing *Pinball Magic*, *The Light Corridor*, *Crazy Cars II*, *Mystical* and *Shufflepuck Café*. It is available on Amiga, ST and PC now for £29.99.

★ *The Three Stooges* joins *Xenon II* from Mirror Image this month. The next releases are going to be *Passing Shot* and *Waterloo*. All to be priced at £9.99.

★ Cartoon budget company, Hi-Tec Software, are releasing another title from their Hanna Barbera series. This time *Wacky Races* gets the treatment and is available on Amiga and ST for £7.99. A PC version is to follow.

★ Prism Power are continuing their attack on the budget market with more games available across the formats at £2.99. Titles include *Football Manager*, *Hotshot*, *Karting Grand Prix*, *Artificial Dreams*, *Thai Boxing*, *Las Vegas*, *Frost Byte*, *Warzone*, *Projector*, *Fireblaster*, *Flight Path 737* and *Quantex*.

★ Electronic Zoo are launching themselves into the budget market with two new releases. *Jungle Book* and *Asterix* will be available on the Monkey Business label for £7.99.

CHEAP CHEATZ

If you have any budget-busting hints, price-tumbling tips or cheekily-cheap cheats for any games that have appeared on a budget label or compilation, then just send them to *Tightwallet's Tips, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

POWER UP

Amiga, Atari ST

***X-Out*: choose the smallest ship and the smallest ammo, then click on the shopkeeper's face and you will get 500,000 credits.**
***Chase HQ:* hit SPACE like mad as you begin the level and you'll get extra turbos without wasting any of your own.**
***Rainbow Islands:* SSSLLRRS gives you fast rainbow, RJSB-JSBR gives you double rainbow, BLRBJSBJ gives you fast shoes and RRLLBBJS makes all hidden food turn into money bags.**
***Turrican:* you can gain 99 lives by typing in BLUESMOBIL on the high score table.**

NINJA WARRIORS

Amiga, Atari ST

(As featured on *Fists of Fury* 2.) On the title screen, hold down ALT and type in MAY THE FORCE BE WITH YOU for infinite energy, GENESIS OF THE DALEKS to inverse the screen, SKIPPY to make enemies bounce and MONTY PYTHON to force the enemies to appear backwards.

XENON 2

Atari ST

On level two, get wiped out immediately after killing the mid-level boss and you will find yourself having an unopposed ride to the end of the level.

STRIDER

Amiga, Atari ST

Press F9 to pause the game, then hold down HELP, LEFT SHIFT and 1. Now unpause and press 1 to 5 to take you to the corresponding level. F1-F5 will take you to the flashpoint of that level.

CONTINENTAL CIRCUS

Amiga, Atari ST

To get off to a flying start, push and hold the joystick forward when the first red light shows. Now release the stick on the second light and push it forward as soon as the green light shows.

MEGA PRICE | MEGA CHOICE | MEGA DEAL

NORTH EASTERN CONSOLES
UNIT 9
FRONT STREET
WHEATLEY HILL
CO DURHAM

TEL: 0429 820 830
FAX: 0429 820066

DISTRIBUTORS FOR ALL CONSOLE REQUIREMENTS
PERSONAL CALLERS WELCOME
OPEN 10AM - 6PM MON-SAT

FAMICOM GAMES

SIM CITY	£39.95
AUGUSTA GOLF	£42.95
F-ZERO	£39.95
S MARIO	£39.95
FINAL FIGHT	£42.95
ACT RAIZOR	£39.95
PILOT WINGS	£39.95
ULTRAMAN	£39.95
GREAT BATTLE	£39.95
BIG RUN	£39.95
TWIN DARIUS	£42.95
POPULOUS	£29.95
BASEBALL	T.B.A

VISA Access

£99.95
JAP MEGADRIVE (PAL)

GAMEBOY GAMES

W.W.F	£22.95
SPIDERMAN	£18.95
POWER MISS	£20.95
BATMAN	£21.95
LOOPZ	£18.95
N.B.A ALL STARS	£22.95
FASTEST LAP	£22.95
SPACEMAN X	£18.95
DRAGONS LAIR	£22.95
SERPENT	£13.95
NINJA WARRIOR	£20.00

COME AND SEE US AT THE 16 BIT COMPUTER SHOW AT THE HAMMERSMITH, NOVOTEL ON THE 12,13 & 14 JULY.

£249
SUPER FAMICOM +2 GAMES

£119.95
JAP MEGADRIVE +1 GAME (PAL)
(ESWAT, HELLFIRE OR MAGICAL HAT)

WE ALSO SUPPLY

JOYSTICKS, JOYPADS, POWER STICKS, POWER SUPPLIES, LIGHT BOYS, CARRY CASES, MAGNIFIERS, ILLUMINATIORS , AMPLIFIERS, SCART DEMOS LEADS, FAMICOM EXTENSION LEADS

£199
SUPER FAMICOM

MEGADRIVE GAMES

ATOMIC ROBO KID	£24.95
BONANZA BROS	£29.95
E SWAT	£21.95
FATAL LABYRINTH	£29.95
FLICKY	£21.95
GYNOUG	£32.95
HELLFIRE	£21.95
KA GE KI	£32.95
MAGICAL HAT	£21.95
MICKEY MOUSE	£22.95
STRIDER	£29.95
VERY TEX	£27.95
RINGSIDE ANGELS	£29.95
TIGER HELI	£29.95
BATTLE GOLF	£25.95
SWORD/SODAN	£21.95
MIDNIGHT RES	£32.95
SONIC HEDGEHOG	T.B.A
KINGS BOUNTY	T.B.A

ALL OUR MACHINES CARRY A 12 MONTHS GUARANTEE.
PLEASE NOTE OUR MEGADRIVES PLAY BRITISH, GENESES AND JAPANESE GAMES.
CALL FOR BEST PRICES AND ALL THE LATEST UP-TO-DATE RELEASES, OTHER TITLES ARE AVAILABLE FOR ALL FORMATS. PLEASE ADD £6.00 P&P FOR MACHINES, £1.00 PER GAME.

ALL CHEQUES AND P.O'S MADE PAYABLE TO: NORTH EASTERN CONSOLES

ALL GOODS DESPATCHED THE SAME DAY ON CREDIT CARD ORDERS, SUBJECT TO AVAILABILITY.

MEGA PRICE | MEGA CHOICE | MEGA DEAL

KINGBIT GAMES

9 CALEDONIAN ROAD, EDINBURGH, EH11 2DA
TELEPHONE: 031 337 9619

MEGADRIVE inc 1 GAME £135
MEGADRIVE inc 3 GAMES £179
FAMICOM inc 1 GAME £290
GAMEGEAR ..... £99 **GAMEBOY inc 1 GAME** £68

★ SPECIAL OFFER ★
MEGADRIVE WITH ANY ONE OF THE FOLLOWING GAMES: DICK TRACY, HELLFIRE, BONANZA BROS OR STRIDER..... ONLY £140

MEGADRIVE GAMES

AERO BLASTERS	£34	MICKEY MOUSE	£24
BONANZA BROS	£33	MOONWALKER	£24
DICK TRACY	£30	P.G.A GOLF	£38
DARIUS II	£30	RINGSIDE ANGEL	£32
E-SWAT	£21	REVENGE OF SHINOBI	£29
GAIARES	£32	SHADOW DANCER	£24
GYNOUG	£34	SONIC HEDGEHOG	£35
HELLFIRE	£24	SUPER AIRWOLF	£27
JOHN MADDEN	£34	STRIDER	£30
LAKERS Vs CELTICS	£37	VOLFIELD	£36
MAGICAL HAT	£24	VERITEX	£37

FAMICOM GAMES

PILOT WINGS	£40	ACT RAISERS	£41
F-ZERO	£40	GRADIUS III	£39
FINAL FIGHT	£43	R-TYPE II	CALL

GAME GEAR GAMES ..... £25 GAMEBOY GAMES ..... £20-£25

WE ALSO BUY, SELL AND PART EXCHANGE 2ND HAND GAMES & CONSOLES
P&P, CONSOLES £5, GAMES £1

Access

OPENING HOURS MON-SAT 10AM - 6.30 PM
PERSONAL CALLERS PLEASE PHONE FIRST

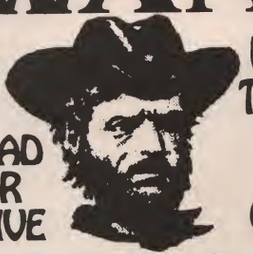
VISA

ATARI LYNX
CARTRIDGE HIRE SERVICE

HIRE PRICES
1 GAME 2.50 / 2 GAMES 4.50
3 GAMES 6.00
ALL PRICES ARE FOR A 7 DAY HIRE PERIOD
GUARANTEED 3 DAY DELIVERY - SUBJECT TO AVAILABILITY
ALL LYNX GAMES 23.99 EACH

WE ALSO BUY & SELL USED CARTRIDGES
MAKE ALL CHEQUES & P.O'S PAYABLE TO FUTURE HIRE
FOR FULL MEMBERSHIP DETAILS SEND S.A.E. TO:- FUTURE HIRE 36 VICTORIA ROAD, FERNDOWN, WIMBORNE, DORSET. BH22 9HZ OR PHONE 0202 894309 NOW.

WANTED



DEAD OR ALIVE

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

CASH PRIZES

0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call charges 34p Per Min Cheap 45p Per Min All Other Times

SIGHTS ON CD

There were few people who doubted that Commodore would eventually release the CDTV. But many doubted its technical spec. Now the finished article is on sale, Paul Rigby checked out its potential

April 30 was the historic day – the official launch of Commodore's CDTV. Yep, it was really there. No cardboard cutouts, no 3-D holograms, it was not stuck behind a glass case, there was even more than one of them. In fact the launch, which took place at BAFTA in London, also saw quite a few companies taking stands to show their forthcoming software.

After a shortish presentation from a couple of bods from Tomorrow's World, the merry throng, well, mingled. Gazing among the stands, overall I felt a little blasé about the whole thing. I didn't get very excited at all. A pity, really, because I thought I would. I reckon that the hype has got to the point were nothing surprises me about the CDTV any more.

Actually, I was a little disappointed with the launch. I expected something, well, bigger. Two fairly average sized rooms was it, really. I also expected more companies to turn up – especially from the States. Even if they didn't have software to show, it would have been nice to see them and discuss what they were up to. But no.

Commodore spread themselves around, which was disconcerting. At the fun-packed launch, by rights, I shouldn't have seen any Commodore rep as they should have been buried in the throng of excitement and the throbbing masses of people. The masses didn't turn up, though.

Don't get me wrong, the software on offer was very solid, very worthy, all good stuff in fact. It's just that there was no "oomph" to the launch at all. Pity.

FRENCH PEAS

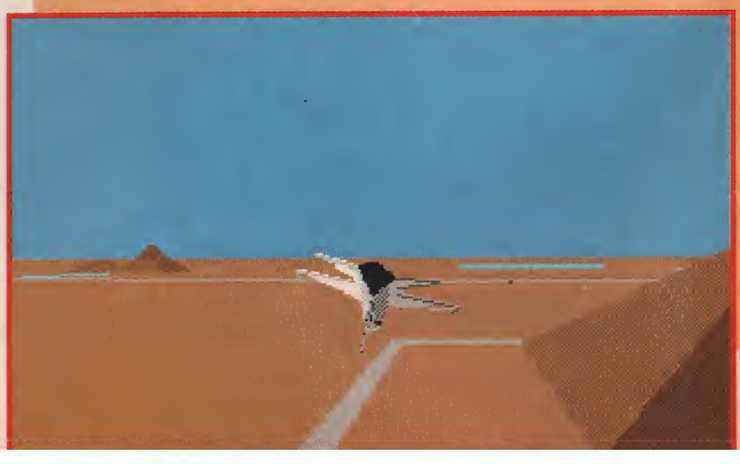
Mes petit pois on the Infogrames stand where showing the CDTV version of *Sim City* – and very nice it looked to. I tell you what, though, it was the fastest piece of software on show. It fairly whizzed along. Scrolling at turbo rates, reports popped up in a flash. The game has been redesigned and enhanced and includes all the present architecture disks on the same CD. In addition, the reports have been improved and are now full screen. My only criticism was the awful pseudo-French heavy metal music playing in the background. Apart from this type of music grating on the nerves, it just didn't fit the cerebral atmosphere of *Sim City* at all.

FIRST OFF THE STARTLINE

On-Line, a company to rise from the ashes of the defunct CRL group, had two products on show, with a third waiting in the wings. *Psycho Killer*, an interactive adventure, is a Delta 4 production using the DUNE game system. During the demo, I was faced with a mad killer carrying a number of offensive weapons, all intent on disturbing my baby-face complexion. Using the CDTV joypad you could move the cursor to different parts of the psycho's body and, by pressing the fire button, strike blows, pick up items and so on. The other item on show was Eadweard Muybridge's *Women in Motion*. A Victoriana look at a number of scantily-clad ladies doing a series of simple movements such as stepping upon stairs, climbing over things, walking, etc. Very handy for artists and computer animators to use as study material for the movement of the human body – and all done in the best possible taste (ie: black and white).

The unseen title was a Sherlock Holmes Murder Mystery title called *The Hound of the Baskervilles*. Giving you the chance to solve a case through the eyes of the great sleuth, *HOB* lets you sift through papers, documents, telegrams, letters, photographs, police reports, etc, to assimilate the evidence for the case. With lots of digitised images and sound, *HOB* looks like a winner.

Apart from the *Falcon* CDTV release (see Take My Breath Away overleaf), Mirrorsoft were showing the ever-popular, vertically scrolling shoot-'em-up, *Xenon 2: Megablast*. With throaty CD sounds courtesy of Tim Simenon's remixed version of his original Megablast (Hip Hop on Precinct 13) track.



EXTRA! EXTRA!

From September 1991, a CDTV infra-red keyboard, 3.5-inch external floppy disk, an infrared brick/trackball with joystick ports, and extra smart cards, enabling you to save up to 64K or 256K of data, will be available. Information saved upon the smart card will allow you to turn off the CDTV without losing any information (ie: a saved game, or your place in an encyclopedia). Other add-ons will include a genlock (for video-titling over TV programmes etc), another MIDI in/out, a printer, a modem, and a two-player infra-red interface.

NO MILK TODAY...

Virgin were sort of there in spirit – or in press release, anyway. It was a bit like leaving a note for the milkman. On the scribbled note they said that, yes, isn't all this CDTV lark fun and, yes, we've got lots of titles lined up but, no, you can't see any of them yet (*Sir Ranulph Fiennes' Transglobe Expedition*, a RPG adventure, will be the first release) and, oh, just two pints and a tub of full cream for the morning, please.

IN CONTROL

An odd one, this. Basically MDR are offering a system to control the home using the CDTV as a central processor while playing audio discs at the same time. So if an alarm is triggered then, in addition to the standard facilities such as bells and telephone warnings, the system can speak and display the alarm information on a normal TV. In effect, you plug the MDR interface into the CDTV and then plug anything into the interface, like thermostats, fire alarms, door sensors, lighting, heating, curtains, cameras, etc. Strange, very strange.

Animated Pixels had *The Holy Bible* on CD with the complete text of the Old and New Testament plus piccies (not "live digitised" though) and sound. Applied Optical Media Corporation received the prize for the longest company name while they showed their *World Vista Atlas*. After consulting this piece of software, I now know what clothes to take with me when I next visit Greenland, and I have full knowledge as to the state of the Bolivian medical facilities. Now I sleep sound at night.

A RIGHT OLD CHARLIE

I must admit that I'm a Charlie Brown fan (I fall about laughing when he does those crinkly smiles), so The Edge Interactive Media have my undying gratitude for the release of *Snoopy – The Case of the Missing Blanket*. Featuring a CD soundtrack, a jazz piece composed by Dave Grusin (he worked on *The Goonies* film), and digitised voices of the Peanuts gang, the game revolves around Linus losing his blanket and Snoopy trying to find it. *Snoopy* is a Sierra-type adventure with a few arcade sequences scattered around to liven up the proceedings.Next on the cards are *Raffles, Garfield – A Winter's Tale* and *Garfield – Big Fat Hairy Deal*. Can't wait because I just happen to be a Garfield fan, too.

BUNTIFUL BARNEY

Associated with the BBC, the lads at The MultiMedia Corporation were showing what quickly became the cult figure at the CDTV launch, Barney the Bear, who appeared in his latest blockbuster, *A Bun for Barney*. The girlies screamed, the cameras flashed, etc.

Seriously, though, *A Bun for Barney* is an engaging (and embarrassingly addictive for a man of my age) children's animated tale. Barney, a small, cuddly bear, discovers that the world is full of bounders ready to rip off the cherries on his iced bun.

Barney Bear from The MultiMedia Corporation could become the CDTV's first cult figure. This cute little ursine creature stars in *A Bun for Barney*, the story of Barney and some evil men that have nicked his food.

Subsequently, Barney soon learns that the only way to have your cake is to eat it.

Barney's magical pop-up world contains animations, surprise word and number games and nursery rhymes, all of which any toddler can access with no probs.

The story is based upon Joyce Dunbar's book of the same name and is narrated by ex-Doctor Who man, Tom Baker. Animation, incidentally, is produced by the folks behind the Peanuts show. I wonder if there's a sequel in the offing?

WHEN, OH, WHEN?

The CDTV should be at your local computer emporium now. The price? It'll set you back £599.99 (inc VAT). The CDTV will include three complimentary titles. A Welcome disk explains how to use the CDTV and two titles give you two extremes of use the machine is hoped to serve in the future. On the serious side there will be *Hutchinson's Encyclopedia* containing 25,000 entries, 7,000 biographies and 250 tables. The other is Psygnosis's *Lemmings*, the highly-addictive tale of everyday lemming folk.

NO FMV?

Although the CDTV has no Full Motion Video chip installed (to give a film-like moving picture), the CDTV is compatible with the Moving Picture Expert Group (MPEG) full screen, full motion standard. Therefore, it is possible that FMV upgrades could be offered in the future.

MORE THAN SOUND

As well as playing conventional CDs, the CDTV will also access the latest CD+Gs (Compact Disc and Graphics). Actually, some of you may already have a CD+G in your ordinary music collection. By playing this on the CDTV, you will hear the music and see computer-generated graphics (lyrics etc) displayed onscreen. The present list of CD+Gs follows, but more are appearing all the time.

Artist	Label	Cat. no.
Alphaville (Breathtaking Blue)	ATLANTIC	81943
Laura Brannigan	ATLANTIC	82086
Ella Fitzgerald	SIRE	26023
Flamin' Groovies	SIRE	25948
Fleetwood Mac (Behind the Masks)	WARNER BROS	26111
Emmylou Harris (Pieces of the Sky)	REPRISE	2264
Jimi Hendrix (Smash Hits)	REPRISE	2276
Information Society	TOMMY BOY	25691
Chris Isaak (Silvertone)	WARNER BROS	25156
Little Feat (Representing...)	WARNER BROS	26163
Little Feat (Hoy, Hoy)	WARNER BROS	3538
Gram Parsons	WARNER BROS	26108
Van Dyke Parks (Tokyo Rose)	WARNER BROS	25968
Bonnie Raitt (Green Light)	WARNER BROS	3630
Bonnie Raitt (Nine Lives)	WARNER BROS	25486
Lou Reed (New York)	SIRE	25829
Woody Guthrie (Tribute)	WARNER BROS	26036

Glass cracks move at over 4,800 kph.

TECH SPEC

The CDTV, as you are probably aware, is an Amiga with a CD stuck to it. The whole thing is then plonked in a CD-player case and called a CDTV (Commodore Dynamic Total Vision). However, there have been one or two additions to the ensemble. Here's the official, final, as-seen-in-the-shops Commodore specification.

PROCESSOR/SPEED
Motorola 68000 16/32-bit @ 7.14MHz

CO-PROCESSORS
Three custom chips (Agnus, Paula and Denise) dedicated to handle video, sound and graphics.

CD-ROM DRIVE
Sony/Philips type CD-ROM standard Mode 1, Mode 2.
Access time: 0.5 sec (average), 0.8 sec (maximum)
Commands: CD-ROM, CD audio, CD+G. ISO-9660 standard supported
Capacity: 540Mb

CD AUDIO
Dual 16-bit D/A convertor plus 64 levels of attenuation with 8x oversampling.
Audio output: 1.4V RMS, 10K OHM
Frequency response: 4-20KHz
Signal/noise: 102db
Channel Separation: -92db
Harmonic Distortion: 0.02% at 1KHz
Audio capacity: 28 hours (AM quality)
Sample rate: 44KHz to 6KHz

REAR PORTS
Serial (RS232)
Parallel (Centronics)
External FDD (Amiga compatible)
Hardwired alternative to IR for keyboard, mouse...
Two audio ports (phono)
MIDI In and Out

FRONT PORTS
Stereo headphone socket
Personal memory card

VIDEO OUTPUT
Analogue RGB
Digital RGB
Composite video PAL (phono)
RF modulated
Optional genlock (CDTV, video or mixed)

VIDEO DISPLAY
512 vertical lines @ 50Hz
Maximum 1Mb video memory (chip memory)
Palette of 4096 colours
8 sprites per scanline

EXPANSION SLOTS
Intelligent video slot (for optional genlock, RF board, etc)
25-pin edge connector
DMA slot for SCSI (hard disk)
LAN (networking)

TAKE MY BREATH AWAY

Putting a game onto CD is not just a case of changing the output device for saving files. Paul Rigby spoke to Rowan Software about their experiences in developing Falcon for the CDTV

Hot and steaming from the bowels of Mirrorsoft is the news that *Falcon*, most beloved of flight simulations, is to appear on the infamous CDTV. Developed by Rowan Software, the format of this six month project (just for the CD version) will be as follows. The original *Falcon* simulation will appear more as a training scenario, while the two mission disks will form the actual competitive gameplay. Three games in one, no-less!

However, there will be some interesting improvements. For example, during the development of *Flight of the Intruder*, I was fortunate enough to hear a number of real-life recordings of the flight tapes from a variety of missions and aircraft during Vietnam. Dramatic and often tragic, these tapes formed part of the research process for *Intruder*. These same recordings, along with more recent information, have been used to produce radio chatter (spoken by five actors and recorded onto CD) whilst you play *Falcon*. Rowan boss, Rod Hyde, talked exclusively to RAZE about the exciting project.

"This radio chatter will be added to the basic 20 messages found in the computer game. It is amazing how the radio chatter adds to the atmosphere. You'll hear about good and bad things happening. Some sequences are long, others are short. There are about 50 different stories in all. It means that you will have radio traffic about half the time. It will be up to you to pick out those messages that are meaningful and those messages that are just chaff. We are still getting the CD cut for those sequences. However, for testing purposes we do have a CD with messages from the film Top Gun, although they are totally unrelated to the game. You'll be flying along and suddenly hear Tom Cruise ejecting, for example.

"The radio 'stories' vary in subject matter. For example, you may hear a mayday call, then Red Crown (the patrolling radar and communications aircraft) responding, asking for the information on the mayday. Another aircraft may be heard trying to obtain visual confirmation of the incident and so on. The personalities of the radio

messages will be different too. That is, some of the people talking on the airwaves will be very excitable, others will be more laid back and so on." Stories consist of different sentences so Rowan are able to mix-and-match sentences to form different stories.

At the beginning of the game is a special introductory briefing: "We are getting together a number of video sequences. So you may see a Falcon fly-by while you are being welcomed to the base and being told what you are supposed to be doing. Many of the video sequences are sourced directly from Gilman Louie (Spectrum Holobyte boss). So you'll see a typical briefing room (this will be artwork) with the backs of people's heads and you're one of them. You will also see a video screen with a film (digitised video) running plus the audio associated with it."

Surprisingly, Rowan admitted that they are filling the disc and are even attempting to cut down on some of the data! While the games themselves are largely unaltered, there are one or two additions: "When you click on the mission of your choice, you get a one sentence audio description of that mission. Then the screen changes to a briefing scene where you get a longer audio description of the mission plus another briefing screen showing a still

The whole front-end of the CDTV version of *Falcon* will change from the original to accommodate the extra mission disks which will also be included on the disc.

of the target. We have also been able to improve on the general sound."

In addition, because many moons have passed since Rowan last touched *Falcon* they intend to upgrade many aspects of the game, making the code more efficient. As well as the intro sequence there are other video clips such as an introduction to the F-16, air-to-ground weapons, air-to-air weapons, external stores, enemy recognition, a briefing on the overall training session, Falcon itself and the two principle missions. There are ten briefings in all, some of which may include video stills. Rowan also hope to have a total of 40-50 minutes of audio on the disk.

One of the potential difficulties of playing a flight simulation on the CDTV is the lack of a full-size keyboard. The CDTV will be supplied with a small keypad, but Rowan do not predict any difficulties here: *"Falcon* can be played on 12 keys, which is quite a surprise. As long as you've got a keycard in front of you, or overlay, you can play it. If someone has played *Falcon* a lot on a full scale machine they may, initially, have difficulties because they are thinking where the keys are on the big machine. Other people who have never played *Falcon* before are able to play *Falcon* very well on the CDTV."

You can fly *Falcon* just as in the computer version but you will not have to do as much – except concentrate on flying and finding the targets. Speaking of which, the important keys, such as changing your targets, are still present.

Rowan have decided not to implement the new infra-red joystick that will be available for use with the CDTV. Mainly because you need to hold the joystick with two hands, so it is not possible to hold and control both the joystick and keypad.

It's heartening to see that *Falcon* on the CDTV will not be just a simple conversion of the old computer hit. Rowan really are hoping to show off the extra capabilities of Commodore's multimedia machine whilst improving the content of *Falcon* at the same time. Good luck to 'em, I say.

CDTV TITLES

NOW SHOWING

Subject	Publisher
Gardenfax Indoor Plants	CDTV
Women in Motion	ON-LINE
Fun School 3	DATABASE
Barney Bear Goes to School	FREE SPIRIT
My Paint	SADDLEBACK GRAPHICS
Music Maker	CDTV
Complete Works of Shakespeare	ANIMATED PIXELS
Illustrated Holy Bible	ANIMATED PIXELS
World Vista Atlas	APPLIED OPTICAL MEDIA CORP
Timetables of Science and Industry	XIPHIAS
Timetables of Business, Politics and Medi'	XIPHIAS
The New Basics	XIPHIAS
American Heritage Encyclopedic Dictionary	XIPHIAS
Dr Wellman Family Health Adviser	CDTV
Classic Board Games	MERIT
All Dogs go to Heaven	MERIT
Sim City	MAXIS
Psycho Killer	ON-LINE
Defender of the Crown	CDTV
Battlestorm	TITUS
Wrath of the Demon	READYSOFT

COMING SOON

Subject	Publisher
Gardenfax: Fruit, Veg & Herbs	CDTV
Gardenfax: Garden Plants	CDTV
Gardenfax: Trees, Shrubs, etc	CDTV
Animated Colouring Book	GOLD DISK
Advanced Military Systems	DOMINION
Our House	CON TEXT
A Bun for Barney	MULTIMEDIA CORP
Cinderella	DISCIS
The Paper Bag Princess	DISCIS
Thomas's Snowsuit	DISCIS
The Tale of Peter Rabbit	DISCIS
Scary Poems for Rotten Kids	DISCIS
Mud Puddle	DISCIS
LTV English	JERICO
Mind Run	CDTV
North Polar Expedition	VIRGIN
Battle Chess	INTERPLAY
Falcon	SPECTRUM HOLOBYTE
The Case of the Cautious Condor	TIGER MEDIA
Snoopy – The Case of the Missing Blanket	THE EDGE
Sherlock Holmes Consultant Detective	ICOM
Many Roads to Murder	CDTV
Murder Alone?	CDTV
The Hound of the Baskervilles	ON-LINE
Sprit of Excalibur	VIRGIN
Future Wars	INTERPLAY
BAT	UBI SOFT
Unreal	UBI SOFT
Pro Tennis Tour II	UBI SOFT
Xenon 2: Megablast	MIRRORSOFT
New Grolier Electronic Encyclopedia	CDTV

This is Lady Baskerville, one of the antagonists that Holmes has to confront in this devilish case.

RIGHT ON LINE

Julian Boardman spotlights CDTV supporters On-Line

On-Line's first CDTV product is *Women in Motion* which features the work of Eadweard Muybridge. During the 1890s he spent a lot of his time photographing moving creatures as part of his research at The University of Pennsylvania. The majority of this time was spent photographing naked women – again for purely *scientific* reasons. He used three cameras set up at different angles to a take a swift succession of still pictures so that when played back at speed they gave the impression of motion but

One of the many sets of sequenced stills to be found in *Women in Motion*. Muybridge set up three cameras to record action from different angles. This is one of the more lively pieces to be found within this product.

also allowed the freedom to be able to freeze the action at any time. It is this collection of works that makes up this title. Using the CDTV, you can select any one of Muybridge's studies to watch, leer at, or use as a valuable part of your work as an animator. There really are going to be very few leerers buying this product, it is an interesting and valuable work that is more scientific than erotic, sometimes beautiful but never vulgar. A high-quality work that should suit the intellectual market for the CDTV quite well.

By contrast, *Psycho Killer* is something of a let-down. It revolves around your stumbling across a psycho chasing a woman across the moors and the subsequent chase and fight between him and yourself. The ultimate aim is to get to the police before he gets a knife to your throat. *Psycho Killer* is actually quite enjoyable but it doesn't have the professional presentation of the other two. The biggest mistake was failing to get a qualified actor to do the commentary. Most of the time, the comments sound a like a very nervous

The title screen from *Women in Motion* has four small sequences. Click on each one to see it go through the repeating sequence of stills.

and very crap amateur dramatist at his first rehearsal. Approach with caution.

The final product nearing completion is *The Hound of the Baskervilles*. This is a CDTV conversion of the dossier format Murder Mystery that appeared from Webb and Bower some six years ago. You are presented with all the information and evidence available at the start of the case, and point and click to bring up fuller details. These items include

letters, a diary, train timetables and the like. You are given the task of solving the case, which is based on the original story, in the persona of Sherlock Holmes. This is definitely one for the budding detectives out there, and not for just anyone who fancies a gentle walk around Dartmoor.

Insomniacs may move about 70 times.

ULTIMATE CARTRIDGE RENTAL

2 PENTRA COURT, STATION ROAD, BOREHAMWOOD, HERFORDSHIRE WD6 1SL FAX: 081 905 1293
SORRY NO CALLERS MAIL ORDER ONLY
ENQUIRIES AND ORDERS 'BY TELEPHONE' BETWEEN 5PM - 9PM 081 441 3639
LIFE MEMBERSHIP TO RENTAL CLUB ONLY £5.00

SEGA — Nintendo

	TO BUY NEW	TO RENT 1 WEEK
AFTERBURNER	33.00	3.00
ATOMIC ROBOKID	28.00	2.50
BATTLE GOLFRER	33.00	3.00
CRACKDOWN	26.00	3.00
CURSE	16.00	2.50
DARIEROUS SEED	34.00	2.50
DARIUS II	32.00	3.00
DARWIN 4081	28.00	2.50
DICK TRACY	28.00	3.00
DYNAMITE DUKE	25.00	3.00
D.J.BOY	21.00	2.50
ESAWT	22.00	3.00
GAIARES	30.00	3.00
GAIN GROUND	26.00	3.00
GHOSTBUSTERS	23.00	2.50
GRANADA	29.00	3.00
CYNOUG	34.00	3.00
HEAVY UNIT	30.00	3.00
HELLFIRE	24.00	2.50
INSECTOR X	26.00	2.50
JOE MONTANAT FOOTBALL	31.00	3.00
KACEKI	35.00	3.00

	TO BUY NEW	TO RENT 1 WEEK
KLAX	23.00	2.50
MAGICAL HAT	27.00	3.00
MICKEY MOUSE	27.00	3.00
MIDNIGHT RESISTANCE	39.00	3.00
MONSTER HUNTER	35.00	3.00
MOONWALKER	26.00	3.00
PHANTASY STAR II	27.00	3.00
PHANTASY STAR III	28.00	3.00
PHELLIOUS	28.00	3.00
RAMBO III		2.50
RASTEN II	26.00	2.50
RINGSIDE ANGEL	34.00	3.00
SHADOW DANCER	26.00	2.50
STAR CRUISER	31.00	3.00
SUPER MASTER GOLF	31.00	3.00
SWORD OF SODAN		2.50
TELTEL BASEBALL	35.00	3.00
TIGER HELI	35.00	3.00
VALIUS III	41.00	3.00
WHIPRUSH	25.00	3.00
WONDERBOY	26.00	2.50
ZOOM	22.00	2.50

SUPER FAMICOM (SCART)	£225.00
SUPER FAMICOM (SCART) + 1 GAME	£265.00
SUPER FAMICOM (SCART) + 2 GAMES	£305.00
SEGA MEGADRIVE (SCART)	£110.00
SEGA MEGADRIVE (PAL)	£120.00
JAPANESE ADAPTORS	£12.00

	TO BUY NEW	TO RENT 1 WEEK
ACT RAZOR	36.99	3.50
BOMBUZAL	29.99	3.50
FINAL FIGHT	39.99	3.50
F-ZERO	34.99	3.50
GRADIUS III	34.99	3.50
HOLE IN ONE	39.99	3.50
PILOT WINGS	37.99	3.50
POPULOUS	37.99	3.50
SUPER MARIO WORLD	39.99	3.50
THE GREAT BATTLE	39.99	3.50
ULTRA	38.99	3.50

OTHER TITLES ARE AVAILABLE PLAESE PHONE 081 441 3639

PLEASE ADD FOR P+P £ GAMES - £2 HARDWARE - £5 MACHINES .

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO ULIMATE CARTRIDGE RENTAL

I WOULD LIKE TO BUY THE FOLLOWING GAMES
PLEASE TICK:-
MEGADRIVE ☐ FAMICOM ☐

NAME: .....
ADDRESS: .....
.....
.....
POSTCODE.....**TEL:**.....

ITEM	COST
_____	£ _____
_____	£ _____
_____	£ _____
_____	£ _____
	TOTAL £ _____

NAME .....
ADDRESS .....
.....
POST CODE.....
TEL: .....

GUIDING LIGHT PRESENT:

INFERNO

THE ONLY THING WORSE THAN GOING TO HELL WHEN YOU'RE DEAD IS GOING THERE WHEN YOU'RE STILL ALIVE!

0898 442 777

Infernal Puzzles, Fiendish Riddles, Styglan Toads, Demonic Closets, Hot-Air Baloonists and a Diabolical Elvis Impersonator. All this and more when you enter the Inferno!

ESCAPE FROM HELL OR ROT FOR ETERNITY - THE CHOICE IS YOURS!

£100 PRIZE

YOU THINK 15 HOURS OF TONY BLACKBURN JOKES IS HELL? WAIT UNTIL YOU VISIT:- INFERNO

Full details of the competition rules, forthcoming games and all our other services can be obtained by dialling the above number.

PROP: J.Wright, PO Box 54, S W Manchester, M15 4LS

CALLS CHARGED AT 34p per min "Cheap" Rate and 45p at all other times

---

VIDEO GAME CENTRE

870 WIMBOURNE ROAD, BOURNEMOUTH, BH9 2DR.
★ NINTENDO, SEGA, LYNX, GAMEBOY, MEGADRIVE, FAMICON ★

NEW RELEASES	
SONIC THE HEDGEHOG	34.99
MICKEY MOUSE	34.99
HARDBALL	39.99
BONANZA BROS.	34.99
BIMINI RUN	34.99
GAIARES	39.99
STAR CONTROL	39.99
ABRAMS BATTLE TANK	39.99
FLICKEY	19.99
WARONER SPECIAL	34.99
ZERO WING	39.99
WRESTLE WAR	34.99

NEW RELEASES	
R-TYPE	24.99
W.W.F SUPERSTARS	24.99
BURGERTIME	24.99
MICKEY MOUSE II	24.99
PRINCESS BLOBETTE	24.99
PACMAN	24.99
TAIL GATOR	24.99
HATRIS	24.99
MYSTERIUM (R.P.S.)	24.99
N.B.A. ALL STARS	24.99
FI-RACE (4-PLAY)	29.99
MEGA MAN	24.99

BALLOON KID	14.99
GODZILLA	14.99
POWER RACER	14.99
GARGOYLES QUEST	17.99
CARRY ALL	12.99
JAMES POND	26.99
JOHN MADDEN'S	29.99
HELLFIRE	29.99
FATAL LABYRINTH	24.99
STRIDER (JAP)	29.99
GRANADA X	29.99

+ WE HAVE LOADS MORE GAMES &^ ACCESSORIES IN STOCK PLEASE PHONE OR SEND S.A.E. FOR LATEST GAMES & PRICES. ALL PRICES INCLUDE V.A.T. & P&P. ALL ORDERS SENT SAME DAY

Access — VISA

(WE ARE CLOSED MONDAYS)
0202 527314

TO ADVERTISE IN THIS SPACE TELEPHONE JUSTINE PRITCHARD OR NEIL PROBERT ON 0584 875851 NOW!

WHIZZ-KID GAMES

0622 766010 MAIL ORDER HOTLINE

MEGADRIVE STOCK CLEARANCE
HUNDREDS OF GAMES AT REDUCED PRICES

BASKETBALL
GAIN GROUND
RASTAN SAGA
DJ BOY
CRACKDOWN
ESWAT
FATMAN
HARD DRIVIN'
AXIS FZ
ATOMIC ROBOKID
DYNAMITE DUKE
MOONWALKER

ANY OF THE ABOVE NEW JAPANESE GAMES ONLY £25.00 EACH

ANY THREE OF THE ABOVE NEW JAPANESE GAMES ONLY £60.00

WE WANT YOUR OLD GAMES PHONE FOR OUR PART EXCHANGE PRICE LIST

WHOLESALE, MAILORDER, RETAIL AND USED GAMES

UNIT 9, MID KENT SHOPPING CENTRE, ALLINGTON, MAIDSTONE, KENT, ME16 OXX. 0622 766010

22 STATION SQUARE, PETTS WOOD, KENT. 0689 827816

90 HIGH STREET, SIDCUP, KENT. 081 300 0990

166 HIGH STREET, BECKENHAM, KENT. 081 650 1205

GAMEBOY

TOP 10

1	ROBOCOP	25.00
2	GREMLINS II	25.00
3	GHOSTBUSTERS II	25.00
4	CHASE HQ	25.00
5	PIPEDREAM	25.00
6	DUCK TALES	25.00
7	CHESSMASTER	25.00
8	FINAL FANTASY	30.00
9	POWER RACER	25.00
10	ISHIDO	25.00

NEW GAMES

BATTLE BULL	25.00
BEETLEJUICE	25.00
BUGS BUNNY II	25.00
BURDAI DELUXE	25.00
CURTIS STRANGE GOLF	25.00
HARMONY	25.00
KUNG FU MASTERS	25.00
MEGA MAN	25.00
OPERATION C	25.00
POWER MISSION	25.00
R-TYPE	25.00

USED GAMES

TITLE	*NEW*	*USED*
BATMAN	25.00	18.00
DOUBLE DRAGON	20.00	15.00
BUGS BUNNY	25.00	18.00
BASES LOADED	25.00	18.00
TENNIS	20.00	15.00
GOLF	20.00	15.00

SEGA SYSTEM

TOP 5

1	MICKY MOUSE	29.95
2	GAUNTLET	29.95
3	INDIANA JONES	29.95
4	SHINOBI WORLD	29.95
5	SUPER MONACO	29.95

NEW GAMES

IMPOSSIBLE MISSION	29.95
PAPERBOY	29.95
JUNGLE FIGHTER	29.95
SUBMARINE ATTACK	29.95

USED GAMES

TITLE	NEW	USED
AFTERBURNER	29.95	14.00
CALIFRNIA GAMES	29.95	19.00
DOUBLE DRAGON	29.95	19.00
OUT RUN	29.95	19.00
AERIAL ASSAULT	29.95	22.00
TIME SOLDIERS	29.95	19.00
VIGILANTE	29.95	19.00

MEGADRIVE + GAME £159
GAME GEAR + GAME £119

GAMEBOY - £69.95
CARRY CASE - £15.00
LIGHT BOY - £20.00
ILLUMINATOR - £15.00

MEGADRIVE

TOP 10

1	MICKEY MOUSE	35.00
2	DICK TRACY	35.00
3	AEROBLASTER	35.00
4	TIGER HELI	35.00
5	SHADOW DANCER	35.00
6	RINGSIDE ANGEL	35.00
7	WONDERBOY III	35.00
8	STRIDER	40.00
9	JOHN MADDEN	40.00
10	SUPER MONACO	35.00

NEW GAMES

MIDNIGHT RESISTANCE	35.00
SWORD OF SODAN	35.00
MUSHA ALESTE	35.00
KA KE GI	35.00
WRESTLE BALL	35.00
SONIC THE HEDGEHOG	35.00
GAIRIES	45.00
AMBITION OF CEASER	45.00
GYNOUG	35.00
VOLFIED	35.00

USED GAMES

TITLE	*NEW*	*USED*
RINGSIDE ANGELS	35.00	26.00
BATTLE SQUADRON	40.00	30.00
HELLFIRE	35.00	26.00
GHOSTBUSTERS	35.00	26.00
THUNDERFORCE III	40.00	26.00
GOLDEN AXE	35.00	26.00
BATMAN	40.00	30.00
SUPER HANG ON	35.00	23.00
GHOST 'N' GHOULS	45.00	29.00
POPULOUS	40.00	26.00
RAMBO III	30.00	22.00
FIRE SHARK	35.00	26.00
BUDOKAN	40.00	26.00
AFTERBURNER II	35.00	26.00
THUNDERBLADE	35.00	23.00
CYBERBALL	35.00	23.00

PC ENGINE HANDHELD £299
INC GAME
LARGE SELECTION OF NEW AND USED PC GAMES

NINTENDO

TOP 10

1	MEGA MAN II	39.95
2	SNAKE RATTLE ROLL	24.95
3	WORLD WRESTLING	34.95
4	BLACK MANTA	29.95
5	SOLAR JETMAN	29.95
6	SUPER OFF ROAD	24.95
7	BAYOU BILLY	34.95
8	PROBOTECTOR	29.95
9	GHOSTBUSTERS II	34.95
10	SUPER MARIO II	39.95

NEW GAMES

STEALTH ATF	29.99
PINBOT	29.95
PAPERBOY	19.95
FAXANADU	29.95

SUPER FAMICOM + 2 GAMES £299

GRADIUS
FINAL FIGHT
PILOT WINGS
ACTERISER
MARIO WORLD
F-ZERO
TOP GOLF
POPULOUS
BIG RUN

ALL TITLES £45.00

NEW USA ATARI LYNX + UK PSU ONLY £89.00

GAME GEAR

COLUMNS	30.00
G-LOC	30.00
PENGO	30.00
SUPER MONACO	30.00
WONDERBOY	30.00
PSYCHIC WORLD	30.00

VISIT OUR NEW VIDEO GAME WAREHOUSE

UNIT 9
MID KENT
SHOPPING CENTRE
ALLINGTON
MAIDSTONE
KENT
ME16 OXX

3 SALES LINES
•
COMPUTERISED ORDERING SYSTEM
•
5000 GAMES IN STOCK
•
FREE PARKING
•
2 MIN FROM M20 JUNCTION 5

THOUSANDS OF NEW AND USED GAMES IN STOCK

WHIZZ-KID GAMES, UNIT 9, MID KENT SHOPPING CENTRE, ALLINGTON, MAIDSTONE KENT, ME16 OXX

PLEASE ADD TO ALL ORDERS P&P £1 PER GAME, £5 CONSOLES

FAST DELIVERY PERSONAL CALLERS WELCOME.

NAME _____
ADDR _____
_____
_____
_____
TEL _____
C/CARD NO [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]
EXP DATE __ / __ / __

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

GAME	MACHINE	PRICE
	CARRIAGE	
	TOTAL	

CHEQUE ☐
ACCESS/VISA ☐

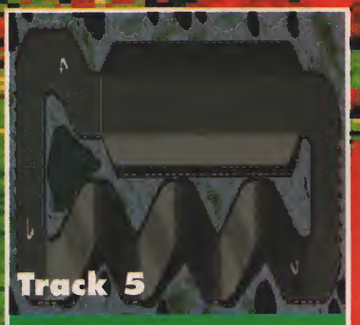
Please note that due to a 2 month lead time in placing this advertisment our used prices may be different. - All games subject to availability.

HACKS & STACKS

This month we proudly (ahem) present the trainspotter's guide to Gremlin's wondrous car game, Lotus Turb..., er, *Super Cars 2*

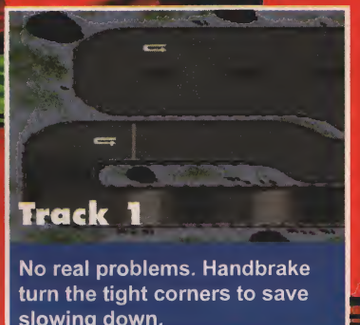
SUPER CARS 2

EASY LEVEL
MEDIUM LEVEL
HARD LEVEL



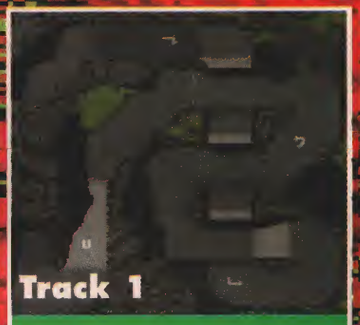
Track 5

Offers a choice of routes. A (which goes out wide) is probably the best unless you are forced to take B, e.g., by a missile coming at you.



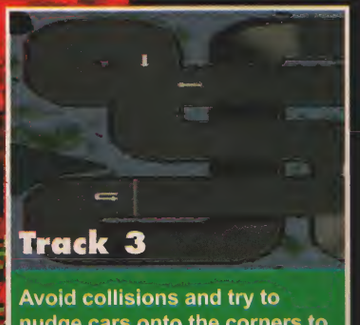
Track 1

No real problems. Handbrake turn the tight corners to save slowing down.



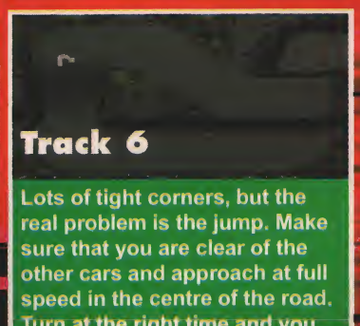
Track 1

Save your missiles and avoid collisions.



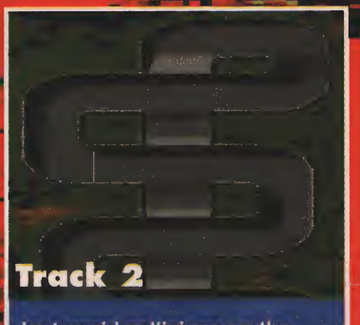
Track 3

Avoid collisions and try to nudge cars onto the corners to get past. Homing missiles are useful.



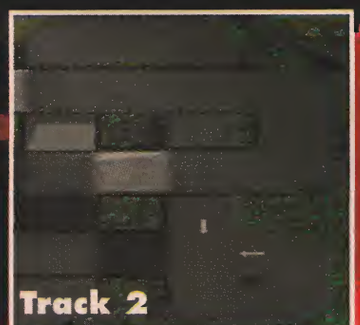
Track 6

Lots of tight corners, but the real problem is the jump. Make sure that you are clear of the other cars and approach at full speed in the centre of the road. Turn at the right time and you should take off straight. Simple(ish).



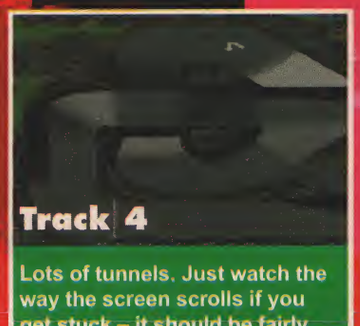
Track 2

Just avoid collisions on the lower winding section, even if it means driving slower. Watch for mines on the wide straight.



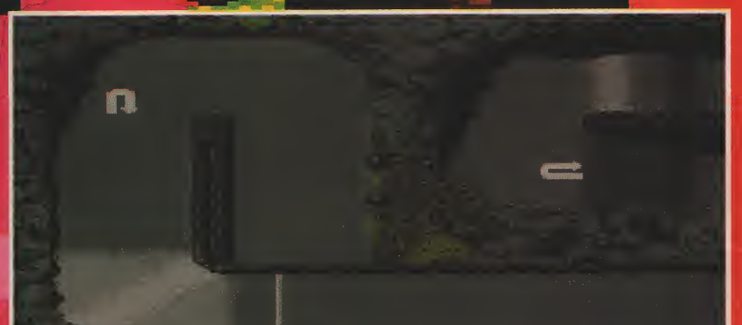
Track 2

Try to master turning the hairpin at the far left as quickly as possible to save time. Make sure you're clear of trouble at the jump.



Track 4

Lots of tunnels. Just watch the way the screen scrolls if you get stuck – it should be fairly obvious what has happened to the car. Super missiles are useful in the tunnels. Be wary of enemy cars as they have mines.



Track 7

Again, homers are useful. Save time by going through the short cuts but be careful not to get squashed. Spend all remaining cash.

William Shakespeare spelled his name 11 different ways

WEAPONS

Front and rear missiles
Only useful in exceptional circumstances. Best used to make more cash for useful weapons, i.e., buy loads when they are cheap.

Mines
Good for keeping cars off your tail, especially on winding tracks. Always try to place them in the centre of the track.

Homing missiles
Universally superb. Most useful on a winding track or courses with long straights.

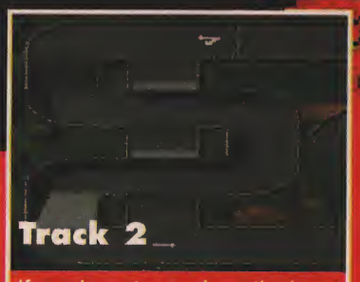
Super missiles
Great for clearing a way through tunnels, or for wiping out a jam of cars that might get in your way.

Turbo jumps
If you like queue jumping these are for you. Let one off at the start of a race. Also very good for leaping over trains. Hit the button at about three cars distance from the train.

Armour
Essential on higher levels but do not pay through the nose for it. Get all the grades on hard levels.

Ram
Useful, but you will incur a lot of damage if you use this method to get past cars.

Engine
They give you a higher top speed, which is essential on later levels. Pick them up cheap as they can be real dosh-eaters.

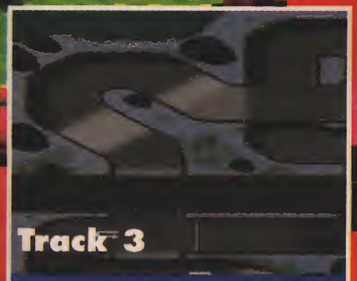


Track 2

If you have to crash on the long jumps then try to make it the first one. Crashing on the later ones will just get you sent back to the start of the lap. Homers and supers are very useful.

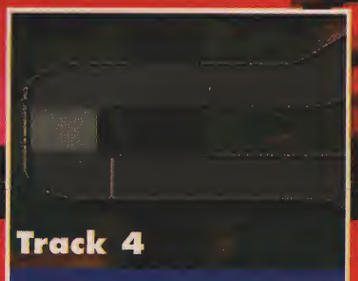
Track 1

Use front missiles on the long straight if necessary. In the main be wary of the cross-over points.



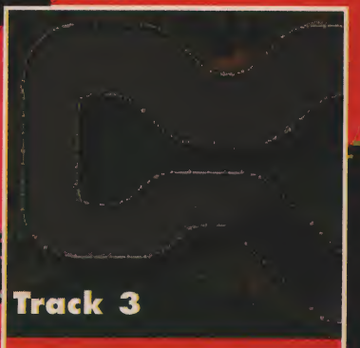
Track 3

A choice again. But the jump route saves a lot of time – practise this. Look ahead to see if the gates are open - do not wait for them.



Track 4

Easier than it looks. All you have to do is remember where the jump is and take your time at the cross-overs. Homers are useful.



Track 3

Never wait around for the shortcuts to open. Remember, you can wait across the far side for the train to move on before crossing back.

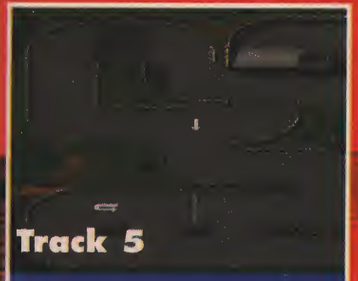
THE GARAGE

This is simpler to work than you might think. Each repair has a maximum price. The nearer the cost of the repair to that maximum price, the more good it will do. This allows you to prioritise repairs if you are short of cash. It often pays to repair just those repairs that will decrease your damage by a fair bit for a small price. It is hardly ever worth repairing everything, except on some of the higher levels where the damage incurred in a race is higher. These are the maximum prices...

Sparkplugs	400
Exhaust	800
Gearbox	600
Brakes	400
Panels/body	1000
Tyres	600
Steering	800
Suspension	1000

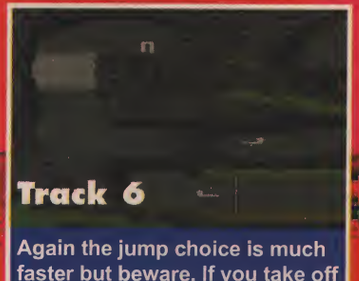
Track 7

Not much time to see the trains coming. Since it's the last course, spend lots of cash on homers and turbo jumps to leap over the trains.



Track 5

Do not get pushed off the course or you will be penalised a lap. Race around at top speed making full use of handbrake turns.



Track 6

Again the jump choice is much faster but beware. If you take off too fast you will jump over the second jump point. Just a microsecond off the accelerator before you take off does the job.

99 EVERYTHING

(except a flake)

If all this help has done nothing to improve your driving skills, then cheat! This helpful underhand dodge comes direct from the fingers of Chris McKinley, self-proclaimed *Super Cars 2* wizard.

Go to the options screen and delete each player's name using backspace. Now type in these names instead (including case and spaces):

Player one: `I Walk the Hill` **Player two:** `Inwards`

Now you should have the following:

99 front missiles	99 rear missiles	99 homing missiles
99 super missiles	99 bursts of nitro	99 mines
Grade 3 armour	Grade 3 battering ram	Grade 3 engine

It doesn't even matter where you finish in the race, you will still qualify. However, you can still be blown up by trains, closing gates, and falling off bridges or jumps. But even if you lose all your energy, you'll still reach the next track.

A ten-year-old Californian boy sat in a tree in his backyard for 55 days.

Track 4

If you can get the triple jump mastered then don't worry about the rest.

THE SHOP

The items available in the shop each have a maximum price. At each visit to the shop, the prices are set randomly at between 25% and 100% of the maximum prices. Trade-in prices are always 75% of the current sale price. With this in mind and knowledge of what makes a good price, you can make loads of cash. Prices are as follows...

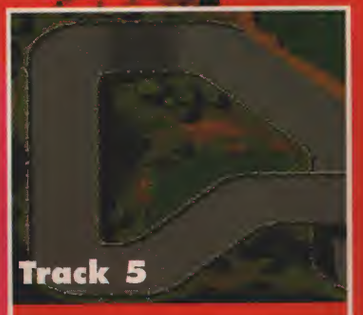
Item	Buy	Sell
Front Missile	100-400	75-300
Rear Missile	150-600	110-450
Homing Missile	375-1500	280-1125
Super Missile	250-1000	185-750
Mines	200-800	150-600
Turbo Jump	125-500	90-375
Armour	750-3000	560-2250
Ram	250-1000	185-750
Engine	1250-5000	935-3750

COMMUNICATIONS SCREENS

These can be turned off but once you get to know the questions they can provide extra cash and championship points. The only screens with definite correct answers are the Department of Transport screens. On the other screens it pays to be self-confident but not cheeky. In general, one answer is right, one is wrong and the third is fifty-fifty. The only definite tip I can give you is that journalists never buy their own drinks (and the particular journalist in question drives a W-reg Cortina).

Track 6

The correct angle at the bottom corner should ensure a clear run at the jumps. As usual, be careful on the cross-over.



Track 5

This time it is worth waiting for the gates to open. A large supply of turbo jumps is essential to traverse the trains.

Track 7

Be careful how you line up the jumps, they are deceptively placed. Homer missiles and the occasional front missile launched as you jump should see you right on this final track.

HACK SHACK

BARBARIAN
To become invincible in Psygnosis' *Barbarian*, press these keys in order: 0, 4, -, 0, 8, -, 5 and 9.

DRAGON'S LAIR II
To run through the whole sequence of screens, enter the words GET MORDOROC DIRK (including the spaces) during the title screen.

DYNASTY WARS
Try typing in CHEAT MODE on the title screen. When you are playing, pressing F2 will skip a level.

DYTER 07
Typing in GIBB during loading will enable a couple of special "hot" keys. Pressing W during play will give you extra weapons and hitting S will top up your shield.

ENCHANTED LAND
Typing the words TCB RULES FOREVER on the intro screen will make it flash. Pressing F3 will put you into an edit mode, and pressing F2 followed by space will take you to the level guardian.

IMMORTAL
Here are some level codes. Level 6: 3B7FD53010E41. Level 7: 6B10FB1010A41. Level 8: E590D7710178C1.

MONTY PYTHON
Type in your name as SEMPRINI once you get to the high score chart. You will be able to skip to any level you like up to the one you died on by using the cursor keys.

SHADOW OF THE BEAST II
In the Atari ST version, if you hold down LEFT SHIFT, ENTER and 0 on the numeric keypad, then press F5 you will find that your energy has just increased to 30 units.

ESWAT
Entering the words JUSTIFIED ANCIENTS OF MU MU whilst the game is paused will get you infinite lives.

SWIV
Pause the game and enter NCC-1701. When you unpause, if the screen flashes you'll have infinite lives.

CONSOLE YOURSELF WITH.....

C.E.S.

MAIL ORDER
9am-6pm (Mon-Sat)

MAIL ORDER
9am-6pm (Mon-Sat)

DEPT (RAZE). 153 Whitehart Lane, Barnes, London, SW13 0PS Tel: 081-876-5501, Fax: 081-876-5501

MEGADRIVE

SEGA MEGADRIVE(PAL) +SONIC THE HEDGEHOG.....£139.99 (+£5 P+P)

GAMES		GAMES		SPECIALS
AEROBLASTER	32	JAMES POND	34	ANY GAME BELOW @ £25.00
BATMAN	35	JOHN MADDEN	39	ATOMIC ROBOKID
BATTLE SQUADRON	35	JOE MONTANA	39	ELEMENTAL MASTER
BIMINI RUN	36	LAKERS V CELTICS	39	FATMAN
BUDOKAN	36	MIDNIGHT RESISTANCE	38	HARD DRIVIN
CRACK DOWN	32	POPULOUS	36	HEAVY UNIT
DICK TRACY	32	SONIC THE HEDGEHOG	CALL	GRANADA X
GYNOUG	35	SUPER MONACO G.P.	36	SUPER VOLLEY BALL
FLICKEY	32	SWORD OF VERMILLION	49	MICKEY MOUSE
NEW: BONANZA BROS	35	VALIAS III	35	SOKOKAN
		VERYTEX	35	DAI SAN PU

FAMICOM

FAMICOM (SCART)
+ 2 GAMES .....299.99 (+£6P+P)

FAMICOM (PAL)
+ 2 GAMES .....320.00 (+£6 P+P)

SPECIALS

BIG RUN	30
HOLE IN ONE	32
POPULOUS	25
BOMBUZAL	25

GAMES

ULTRAMAN	47
DARIUS TWIN	48
3D GOLF	48
GRADIUS III	45
PILOT WINGS	45
ACTRAIZER	42
FINAL FIGHT	45
F-ZERO	40
MARIO WORLD	40
SIMCITY	48
R-TYPE	CALL

PC ENGINE G.T
+ GAME.....240.00

ACCESSORIES

SEGA PAD	14.99
ARCADE POWER STICK	34.99
ENG/JAP CONVERTOR	9.99
POWER PACK	9.99
GAMEBOY CARRY CASE	14.99
GAME LIGHT	12.99
LIGHT BOY	24.99
GAMEBOY AMPLIFIER	14.99

GAMEBOY

GAMEBOY SYSTEM
DELUXE 69.99

GAMEGEAR

GAMEGEAR +GAME 140

GAMES

MICKEY MOUSE	25
CHASE HQ	25
HEADBUSTERS	25
SHINOBI	28
GOLF	28
SHANGHAI	20
MATH YOUNG	20

GAMEBOY GAMES
ALL AT £24.99 EACH

CHESS MASTER
ROBOCOP
GREMLINS II
PIPEDREAM
BUBBLE BOBBLE
NFL FOOTBALL
SOLOMANS CLUB
WWF WRESTLING
BUGS BUNNY
BURAI FIGHTER
BATTLE BALL
OPERATION C
DRAGONS LAIR
KUNG FU MASTERS
PACMAN

FINAL FANTASY	29.99
LEGEND	29.99
F1 RACE	29.99

SPECIALS

SPIDERMAN	12.99
BUBBLE GHOST	12.99
TASMANIAN STORY	12.99

WHOLESALE / EXPORT WELCOME

CHEQUES/ P.O. TO C.E.S
PLEASE ADD £1.00 P+P FOR GAMES £2 FOR ACCESSORIES

RAZE crave

Grab a piece of the action. If you're stuck in Bognor Regis or Stow-on-the-Wold, there's no need to sulk. Get yourself kitted out and join the fun!

THE MINISTRY OF CONSOLES

Can't find the console of your choice in your local shop? Don't panic! Order it straight from the worlds best console mag. All consoles offered are UK versions. All discounted prices include VAT and P&P.

NINTENDO CONTROL DECK	incl console, 2 controllers, Super Mario Bros game	OFFER 79.00
NINTENDO MUTANT MACHINE	incl console, 2 controllers, Teenage Mutant Hero Turtles gamepack, poster	OFFER 84.00
NINTENDO ACTION SET	incl console, 2 controllers, R.O.B., Zapper (light gun), SuperMario Bros & Duck Hunt games pack	OFFER 99.00
SEGA MASTER SYSTEM	incl console, 2 joypads plus one gane	OFFER 59.99
SEGA MASTER PLUS +	incl console, 2 joypads, light phaser, Hang-on and Safari Hunt	OFFER 79.99
SEGA MEGA DRIVE	incl console, 1 joypad, Altered Beast	OFFER149.99
SEGA GAME GEAR	portable stereo colour system	OFFER 99.99

INTERACTIVE MULTIMEDIA — NEW — INTERACTIVE MULTIMEDIA

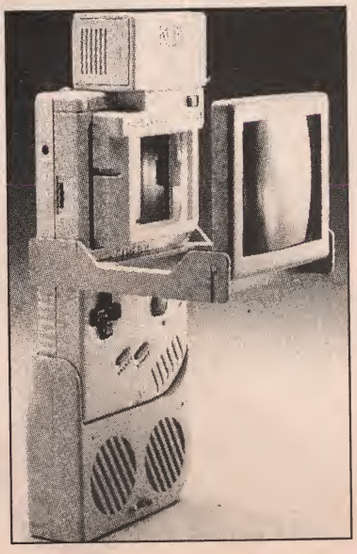
COMMODORE CDTV	incl player, remote control handset, Welcome disk and caddy, cables, Lemmings & Hutchinson's Encyc.	OFFER 569.99

HANDHELD ACCESSORIES

improve the game playing:

GAME BOY AMPLIFIER

Turn up your Game Boy! Micro-amp gives you total volume control. Stereo speakers surround you with the sounds of Nintendo. OFFER 13.27



GAME BOY CLEANING KIT
OFFER 10.21

LYNX COMMS LINK CABLE
OFFER 7.14

LYNX CAR POWER ADAPTOR
OFFER 10.21

LYNX KIT CASE

carries Lynx machine, 12 games, car adaptor & power supply, sunvisor and batteries (carrying handle & optional strap) OFFER 15.31

LYNX POWER SUPPLY
OFFER 13.27

LYNX POUCH

carrying pouch that can hold Lynx machine & several games OFFER 10.26

LYNX SCREEN GUARD/ SUN VISOR

protects your Lynx machine from sun and from being scratched & damaged OFFER 6.12

GAMEBOY LIGHTBOY

A unique accessory designed to be used with the Gameboy. It's a lightweight, compact instrument which connects to the Gameboy to provide both light and magnification of the game screen.

OFFER 29.99

CONSOLE ACCESSORIES

SEGA LIGHT PHASER +CART	incl Safari Hun, Gallery and Clay Pidgeon Shooting	OFFER 39.99
SEGA RAPID FIRE UNIT	for use with Master System	OFFER 5.99
SEGA POWER BASE CONV.	allows Mega Drive to play Master carts	OFFER 29.99
SEGA ARCADE POWER STICK	incl rapid-fire function	OFFER 31.99

HANDHELDS:

ATARI LYNX	without game cart and Comlynx cable	OFFER 77.00
	with Comlynx cable	OFFER 97.00
	with Comlynx cable and California Games cart	OFFER 127.00
NINTENDO GAMEBOY	incl console, earphones, comms link, Tetris games pack, batteries	OFFER 67.00

GAMEBOY MAGNIFIER

brings the action closer to you. 2x power magnification makes viewing easier, more fun OFFER 7.14

GAMELIGHT

lets you play your Game Boy in the dark. Improves screen visibility and contrast. Great for Nintendo at night! OFFER 10.21

LYNX CLEANING KIT
OFFER 10.21

MEGADRIVE CLEANING KIT
OFFER 10.21

ZY-FI 2 x 3 WAY STEREO SPEAKERS & POWER SUPPLY UNIT
OFFER 41.71

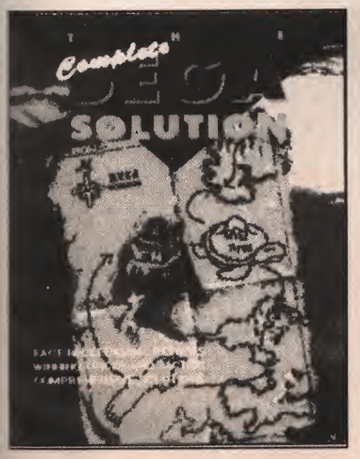
EXCRUCIATINGLY GOOD GAME CARTS!

All the games listed are all UK versions and have definitely been released (honest!). Give us a call on 0584 875851 for latest release news.

CDTV	ILLUSTRATED HOLY BIBLE	OFFER £29.99
CDTV	MICRODEAL CD-REMIX	OFFER £29.99
GAMEBOY	AMAZING SPIDERMAN	OFFER £18.00
GAMEBOY	BALLOON KID	OFFER £18.00
GAMEBOY	KWIRK	OFFER £18.00
GAMEBOY	REVENGE OF THE GATOR	OFFER £18.00
GAMEBOY	WIZARDS AND WARRIORS	OFFER £18.00
LYNX	CALIFORNIA GAMES	OFFER £25.00
LYNX	MS PACMAN	OFFER £25.00
LYNX	PAPERBOY	OFFER £25.00
LYNX	RAMPAGE	OFFER £25.00
LYNX	ROBO SQUASH	OFFER £25.00
LYNX	RYGAR	OFFER £25.00
LYNX	SHANGHAI	OFFER £25.00
MEGA SEGA	ARROWFLASH	OFFER £31.75
MEGA SEGA	CRACKDOWN	OFFER £29.99
MEGA SEGA	DICK TRACEY	OFFER £36.86
MEGA SEGA	GAIN GROUND	OFFER £29.99
MEGA SEGA	JAMES POND	OFFER £36.00
MEGA SEGA	MICKEY MOUSE	OFFER £36.86
MEGA SEGA	MONSTERS LAIR	OFFER £32.00
MEGA SEGA	MOONWALKER (VIDEO & GAME)	OFFER £32.00
MEGA SEGA	MOONWALKER (GAME ONLY)	OFFER £29.99
MEGA SEGA	PGA TOUR GOLF	OFFER £36.00
MEGA SEGA	SHADOW DANCER	OFFER £29.99
NINTENDO	IRON SWORD	OFFER £
SEGA	CYBER SHINOBI	OFFER £26.00
SEGA	GHOULS & GHOSTS	OFFER £26.64
SEGA	GOLDEN AXE WARRIOR	OFFER £29.99
SEGA	HEAVYWEIGHT CHAMP	OFFER £22.00
SEGA	IMPOSSIBLE MISSION II	OFFER £26.00
SEGA	INDIANA JONES	OFFER £26.00
SEGA	JOE MONTANA	OFFER £26.00
SEGA	MICKEY MOUSE	OFFER £22.00
SEGA	MOONWALKER (GAME ONLY)	OFFER £26.99
SEGA	PAPERBOY	OFFER £26.00
SEGA	PSYCHO WORLD	OFFER £25.99
NINTENDO	BAYON BILLY	OFFER £32.00
NINTENDO	GHOSTBUSTERS II	OFFER £32.00
NINTENDO	IRON SWORD	OFFER £29.99
NINTENDO	PINBOT	OFFER £26.00
NINTENDO	PROBOTECTOR	OFFER £26.00
NINTENDO	SNAKE RATTLE AND ROLL	OFFER £22.00
NINTENDO	SOLAR JETMAN	OFFER £26.00
NINTENDO	STEALTH ATF	OFFER £26.00
NINTENDO	SUPER OFF ROAD	OFFER £22.00
NINTENDO	TEENAGE MUTANT HEROES	OFFER £32.00
NINTENDO	WORLD WRESTLING	OFFER £32.00

SOLUTION BOOKS

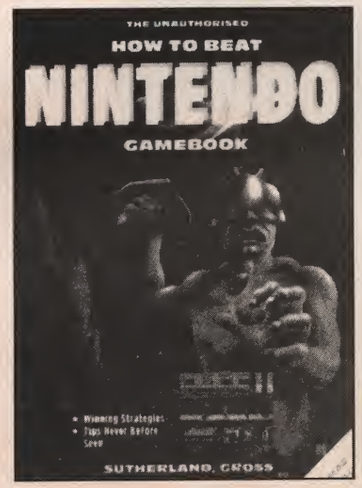
MAKE YOUR DAY, PUNK!



THE COMPLETE SEGA SOLUTION

This is the most comprehensive and completely independent guide to beating Sega Master System and Sega Mega Drive games. In more than 200 packed pages you'll find around 400 individual tricks, tactics and solutions for over 120 top-selling games.

Only £9.99



THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner HOW TO BEAT NINTENDO will help you solve the mysteries of over 100 of the most popular Nintendo games.

Only £3.99

SOFTWARE MEGADEAL

If you wish to order any software that is currently available, please use the following special offer discount table to calculate our offer price using the recommended retail price as quoted on the software houses adverts.

RRP	SAVE
£2.99-£4.99	0.50
£5-£6.99	1.00
£7-£10.99	2.00
£11-£16.99	3.00
£17-£21.95	4.00
£22-£29.99	5.00
£30+	6.00

DISCOUNT LINE

Please phone

0584 875851

between 9am and 5pm and ask for DISCOUNT HOTLINE and we will give you availability and release dates foryour software order.

RAZE GOLDEN OLDIES

The early classics are still available if you hurry! Don't missout on the best console coverage and the complete reviewcollection of all the games and machines that are worth gettingsteamed up about:

RAZE 1 - RAZE 9

still only £1.95 each.

(Europe £2.45, world airmail £4.95)

HOW TO ORDER

Please fill in the coupon and remember, if you are ordering software or accessories, make sure you have specified which computer it is intended for, and whether you require a cassette, disk or cartridge. Similarily, don't forget to indicate garment size for clothware. Alternatively, phone our hotline ordering service between 2 and 5pm for fast effective service (credit card payment only).

Prices valid for UK/Eire/Europe only. For overseas orders please add £2.00 per software item and £10 per hardware item for airmail delivery.

Allow 28 days for delivery.

RAZEcrave COUPON Issue 10

Name

Address

Postcode

Tel:

Item	Format/Size	Price
	Order Total: £	

Method of payment: ❑ ACCESS ❑ VISA ❑ PO ❑ Cheque (made payable to Newsfield Ltd.)

Credit Card No. | | | | | | | | | | | | | | | | Expiry Date:

Send to: RAZEcrave ■ Newsfield ■ PO Box 10 ■ Ludlow ■ Shropshire SY8 1JW

SWEET 16

JAWS

Man's deepest fear is back. Undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers.

GRAPHICS OF EXCELLENT QUALITY – GOOD BLASTING FUN

ATARI ST • AMIGA

MUNSTERS

Ghouls, Zombies, Vampires, Ghosts, Dragons and Witches feature in this exciting game.

SUPERB GRAPHICS & GAMEPLAY

ATARI ST • AMIGA

OPERATION HORMUZ

Tension mounts in this exciting, scrolling shoot-em up.

SUPERB SCROLLING ACTION WILL MAKE YOUR TRIGGER FINGER TWITCH

ATARI ST • IBM PC

GILBERT ESCAPE FROM DRILL

Beat the Drillians at their favourite arcade games and find the missing parts of the Millenium Dustbin your trusty space ship.

GREAT MUSIC...GREAT GRAPHICS ...GREAT FUN

ATARI ST • AMIGA

COUNT DUCKULA

Fun and excitement in the tomb of the great Pharaoh Upanatem.

...THOROUGHLY ENJOYABLE

ATARI ST • AMIGA

TRACKSUIT MANAGER 91

Live match thrills with genuine goalkicks, corners, throwings, crunching tackles, fouls, penalties, bookings and sending offs.

"The best ever football managerial game ever, in the history of the world, no messing, straight up..." says C & VG

ATARI ST • AMIGA • IBM PC

REALLY TASTY 16 BIT SOFTWARE AT ONLY £7.99 FROM ALTERNATIVE

AVAILABLE FROM ALL GOOD SOFTWARE STORES

You can also order direct by sending a cheque or postal order made payable to: ALTERNATIVE SOFTWARE LIMITED to the address below –

ALTERNATIVE SOFTWARE LIMITED, UNITS 5-7, BAILEYGATE INDUSTRIAL ESTATE, PONTEFRACT, WEST YORKSHIRE WF8 2LN. FAX: 0977 790243

CONSOLE STICKS

Fed up with the standard controllers? Give yourself a treat with one of these console-compatible joysticks!

CHAMP MEGADRIVE CONTROL PACK	OFFER	30.64
EUROMAX MEGADRIVE STRIKER	OFFER	25.50
EUROMAX ULTIMATE SUPERSTICK	OFFER	28.56
EUROMAX ZINGER NINTENDO NES	OFFER	14.25
EUROMAX ZOOMER SEGA	OFFER	35.71
EUROMAX ZOOMER NINTENDO NES	OFFER	38.78
KONIX SPEEDKING SEGA	OFFER	11.23
KONIX SPEEDKING SEGA AUTOFIRE	OFFER	12.25
KONIX SPEEDKING NINTENDO NES	OFFER	12.25
LOGIC 3 STING-RAY NINTENDO	OFFER	16.99
LOGIC 3 STING-RAY SEGA	OFFER	16.99
LOGIC 3 MANTA-RAY NINTENDO	OFFER	15.99
LOGIC 3 MANTA-RAY SEGA	OFFER	15.99
PRODUCT 2000 GUNSHOT II SEGA	OFFER	8.12
PRODUCT 2000 GUNSHOT II NINTENDO	OFFER	10.17
QUICKJOY SV-401 SG FIGHTER SEGA	OFFER	15.28
QUICKJOY NI-5 NINTENDO	OFFER	16.30
QUICKJOY NI-PRO NINTENDO	OFFER	20.38
QUICKSHOT 129 FLIGHTGRIP SEGA	OFFER	9.19
QUICKSHOT 129 FLIGHTGRIP NINTENDO	OFFER	9.19
QUICKSHOT 130 PYTHON 1 NINTENDO	OFFER	10.21
QUICKSHOT 130 PYTHON 1 SEGA	OFFER	10.21
QUICKSHOT 135 PYTHON 3 SEGA MEGADRIVE	OFFER	10.21
QUICKSHOT 128 MAVERICK NINTENDO	OFFER	15.28
QUICKSHOT 128 MAVERICK SEGA	OFFER	15.28
QUICKSHOT 118NR NINTENDO	OFFER	30.64
QUICKSHOT 127 WIRELESS NINTENDO	OFFER	35.75
QUICKSHOT 127 WIRELESS SEGA	OFFER	35.75
SONMAX STAR NINTENDO	OFFER	20.38
SONMAX STAR MEGADRIVE	OFFER	20.38

NEED A STICK?

SEND YOUR ORDER WITH PAYMENT (CHEQUE OR POSTAL ORDER) TO:

NEWSFIELD, CONSOLE STICKS, LUDLOW, SHROPSHIRE SY8 1JW

ALTERNATIVELY, SKIP THE HARD WORK AND USE THE REGULAR RAZEcrave COUPON ON THE PREVIOUS PAGE. PRICES INCLUDE POSTAGE & PACKING. ALLOW 28 DAYS FOR DELIVERY

UNITED STATES AND CANADIAN READERS:

RAZE has it's very own subscription and single issue sales office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel: (519) 456 5353; fax: (519) 456 5355 – Mastercard welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 40 Wilkins Drive, Sweaburg, RR#1, Woodstock, Ontario N4S 7V6, Canada. Yearly Subscription Rates USA $65, Canada CAN$75 (Advertised free subscription gift not valid for USA and Canada, sorry!). Single issues USA $5.45, Canada CAN $6.45 (all prices quoted include postage).

A FINGER GRIPPING DEAL

WORTH £16.99, BUT ABSOLUTELY FREE WHEN YOU SUBSCRIBE TO RAZE

Subscribe to RAZE and get not only 12 months worth of the best console news, features and reviews, but also absolutely 100% FREE Logic 3's topnotch STING-RAY joystick

Yes, I would like to subscribe to RAZE for 12 action-packed issues. I wish to receive the STING-RAY configured for:

- ☐ NINTENDO
- ☐ SEGA
- ☐ ATARI

Subscription Rates:

☐ UK £22 ☐ EUROPE £32 ☐ WORLD AIRMAIL £48

I enclose a cheque/PO made payable to Newsfield Ltd. for

Please charge to my Visa/Access Card No:

Card Expiry Date: _____ Signature _____

Name: _____

Address: _____

_____

Postcode: _____

Return this coupon with payment to:

Newsfield, Subscriptions, Ludlow, Shropshire SY8 1JW

STORMING!

RAZE COMPETITION

★ WIN A SIX-DISC CD SEPARATE!
★ WIN ONE OF 50 POSTERS!

Millennium were feeling pretty pleased themselves after getting the coveted RAZE Rave for *Stormball*. They were also quite happy with two whole pages devoted to their coming releases in the Fast Forward section. But this was not enough for the greedy coders, they wanted more. So we gave it to them – for a price! Sneakily, we told them a compo page would be no problem, if they promised to by our Jools lunch. Pretty cheap, they thought foolishly. Have you ever seen the amount Jools eats for lunch? Bring on the wheelbarrows...

To celebrate the joining of US Gold and Millennium in distributional matrimony, they have both dug deep into their pockets and come up with a Pioneer multi-play CD player. Just link this little beauty into your existing system and you'll be able to hear seven hours non-stop music (or even more if you leave it on auto-repeat!). But this was not enough, we told them to dig deeper. So they did, and the US Gold/Millennium combination have come up with five copies of the award-winning *Stormball* and 50 *Stormball* posters. But that was still not enough, we wanted more. But they told us to sod off, so we did.

To stand any chance whatsoever of winning any one of these glorious prizes, you have to answer three questions. Write down your answers on a postcard and send it off to *Home of the Large Lunch, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.* Entries written in invisible ink on the back of a £10 note will receive priority attention.

QUESTIONS

1. Which folk hero outlaw is featured in a future Millennium release?
   a) Robin Hood
   b) Dick Turpin
   c) Gazza

2. *Strike 2* is the sequel to which popular game?
   a) World Series Baseball
   b) Monty Mole
   c) Thunderstrike

3. Which ex-Charlie's Angel starred in the film Millennium?
   a) Julian Boardman
   b) Les Ellis
   c) Cheryl Ladd

BIG STOMACHS, AHOY!

I will take great pleasure in winning this compo as I know Jools is the only RAZE member not to have a CD player

1 A ❑ B ❑ C ❑ 2 A ❑ B ❑ C ❑ 3 A ❑ B ❑ C ❑

Name.....

Address.....

.....

.....Postcode.....

Any entries that aren't in by 25 July 1991 will be forced fed to Jools on the end of a pneumatic hammer.

RAZE

NEXT MONTH

ROB THE RICH AND KEEP THE MONEY

Spend it again on...

JULY 25

RAZE – Where the merry men meet.

NEW

THE COMPLETE COLOUR SOLUTION

£179

Vidi ... No 1 in UK & Europe (Leading the way forward)

Actual unretouched digitised screenshot

Get the most out of your Amiga by adding:

"The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistant and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.

Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.

Amiga Computing: The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

Micro Mart: When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams – in fact to see pictures appearing on screen without the customary two minues wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

Visit us at the 16 Bit Computer Show, Novotel Hotel, Hammersmith, 12th - 14th July 1991 Stand No. 101.

Full colour demonstration disk available for only £1.95 to cover P&P.

6 Fairbairn Road, Livingston, EH54 6TS. Tel: 0506-414631 Fax: 0506-414634

Rombo Limited

THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS

NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE

DARKMAN

FROM

ocean®

TM & © 1990 UNIVERSAL
CITY STUDIOS, INC,
ALL RIGHTS RESERVED,
LICENSED BY MERCHANDISING
CORPORATION OF AMERICA, INC.

OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650